

# "GENTLEMEN START YOUR SCI

Your windpipe will get a workout when you see what Konami\* has prepared for you in the Batman" Returns game for Super NES".

But your screams will be drowned out by crunching bones, cracking skulls, shattering glass and other cool CD quality sounds designed to make you cringe.

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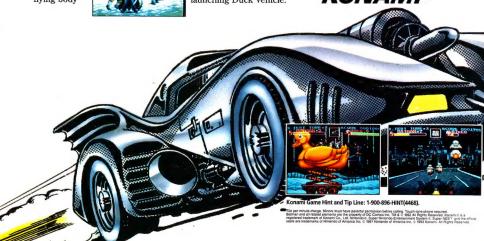
Grappling Hook.
The frigid
fiend is chillin'
in his way cool
lair waiting to

put the Caped



Crusader on ice. So put on your cowl and put up your dukes. Can't you hear Gotham City screaming for help?!

**KONAMI**°





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## CHRISTMAS 1993 AND BEYOND...

One nice thing about the Summer Consumer Electronics Show is that we get to see what games will be coming out during the all-important Christmas shopping season, and based on what was at the show, all of our editors agreed that this is going to be the best holiday season ever. And since both Sega and Nintendo are predicting record years for game system sales, each is bringing out their big software guns to convince players that their system is the one to buy. It is almost as if both Sega and Nintendo knew what each other was doing, for they are matching each other one for one in all the major categories. For example, with Sonic a predictable year-end superstar, Mario is now coming back in a whole new adventure for the U.S. Super NES players. Sega's ultrafast Virtua Racing (with their new DSP chip) for the Genesis will go head to head with Nintendo's second generation FX chip game - FX Trax.

Even the licensees will be going at each other. The last in Capcom's line of Street Fighter carts will be going up against Acclaim's long-awaited Mortal Kombat. Throw in Sega's Eternal Champions, Konami's new Turtles Tournament Fighter and Interplay's Clay Fighter, and even the hard-core players will finally say 'enough already' to the street fighting genre. The one good thing about the proliferation of SF games is that with so much competition, prices aren't going to be outrageously high. Capcom already has announced a \$69 list price for both their Genesis 24-Meg and Super NES 20-Meg Turbo Street

The games for 1994 are looking even more spectacular. I had the privilege of meeting with many of the Japanese game companies right after attending the Tokyo Toy Show and what they have in store for us next year is truly spectacular. After playing games like Sonic CD, Virtua Racing and some yet unnamed new polygon graphics CDs, the next generation of games will make this year's hits look old. Virtual Reality is on its way to the home, as are games on demand via cable. Artificial Intelligence (AI) in games is improving geometrically. If you thought the computer was wimpy and easy to beat in the old Super NES SF2, wait until you see all of the random combos and cheap moves the wizards at Capcom have programmed into the new Turbo SF2! Likewise, Sega has promised a level of Al that constantly adjusts its game play based on how well you are doing. The days of predictable and 'dumb' enemy movements are rapidly on their way out.

Although the games are a ways away, the information about them is at your fingertips as we have brought it all back from the CES and Tokyo Toy Show. We have been able to get hands-on tests on hundreds of new games, peripherals and systems, and they are all packed into this great issue. We hope you will enjoy reading about them as much as we did trying them out and evaluating them. As always, keep your letters coming and get ready for October!

Gotta run. I'm late for a meeting with a preacher.

**Ed Semrad** Editor

## PREPARE YOURSELF



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SUB-ZERO



LIUKANG



JOHNNY CAGE



SONYA BLADE



KANO



GORO



SCORPION





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SEPTEMBER 93

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everything will fall into place when you play to win with STD's ProgramPads for Super NES® and Sega Genesis™. With these secret weapons, victory is yours for the taking, Just program 6 of your favorite multi-combination moves and then blow away your most threatening opponents with the touch of a button! The LCD screen helps with programming so you'll never miss a Yoga Flame,\* Napalm Punch,\*\* or Ice Blast\*\*\* again. What's more, both pads feature independent auto-fire, variable slow motion, and 8-way directional control. The Super Nes® version houses a full arsenal of 29 pre-programmed moves from Street Fighter II and Fatal Fury, plus a secret code that lets you play any character against himself. Now that's an explosive combination!

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EGM explodes with super previews of AERO THE ACROBAT & SF2 TURBO!

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#### INTERNATIONAL OUTLOOK

#### TOYING AROUND IN TOKYO!

Back from the recent Tokyo Toy Show, Terry Aki and Nob X have brought us the latest news on Phantasy Star IV!

#### **BEHIND THE SCREENS**

### SONIC: UP CLOSE AND PERSONAL!

EGM went behind closed doors to get the latest scoop on the story line and making of the latest Sonic the Hedgehog: CD!

#### SPECIAL FEATURE

#### STREET FIGHTER GOES TURBO!

The hottest game at the Summer CES was no doubt SF2 Turbo. Our editors dove deep to get the latest word!

#### EGM LIFESTYLES

#### **GADGETS GALORE!**

Our Special Edition CES preview shows the latest in electronic gadgetry. Plus, Speed Racer is back in a new series and movie.



## **Cookie Chaos for Mario and Yoshi!**

## Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!



Redmond, Washington 98052

## **BACK ISSUES!**

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## **ELECTRONIC** GAMING **MONTHLY** THE BIGGEST AND BEST!!

#### FACT-FILES

#### SUPER NES TIMES

You won't see this much info on the new Super NES games anywhere else! Super Empire Strikes Back lets you take part in the Rebellion against the Empire; for head-to-head fighting with a twist: Clay Fighter has clay-animated characters! The 8-Bit NES classics have been reborn in Super Mario All-Stars; the Battletoads and Double Dragon teams join forces once again; Cool Spot is bouncing around the beach this summer; plus, Art of Fighting, Claymates, Super Bomberman, and Plok!

#### **OUTPOST SEGA**

130

110

We've got an incredible collection of Sega's latest games! In Eternal Champions, struggle to achieve the highest honor any one fighter can get; Virtua Racing takes racers to the limit with polygon technology; look out for some heartless spectators while you're in the all-out brawl, Pit Fighter 2; plus, Jungle Book, Son of Chuck, Sonic Spinball, and Formula 1 Racing! For all you Sega CD owners, we have all-new pix and info on great

games like Sonic CD, Rebel Assault CD, and Silpheed CD.

## TEAM DUO

150

Battle the Zentradi forces in a huge intergalactic war in an advanced transformable Veritech Fighter, T.T.I.'s new Robotech 2036 (entitled Macross in Japan) will astound you!

#### **CLUB GAMEBOY**

152

Link ship-wrecks on an inhabited island and must recover eight musical instruments in Zelda: Link's Awakening, Adventure and surprises await you in this fantastic RPG sequel!

#### SUPER GEAR

\$6.00

\$6,00

158

The awesome blockbuster hit of the summer is stomping (and chomping) its way onto the Game Gear; Jurassic Park is now 'open' for portable gaming fans everywhere!

#47 Mortal Kombat Exclusive

#48 Jungle Strike • Jurassic Park

THAN EVER. (E)



OZZY'S SOLD-OUT '92 "NO MORE TOURS" AND "THEATER OF MADNESS" TOURS PLAY ON AT TOP VOLUME WITH HIS NEW ALBUM AND HOME VIDED,
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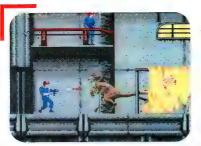
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#### YOU CAN BE THE VELOCIRAPTOR

Only on Jurassic Park™ from Sega™ can you play the dinosaur as you attempt to escape the armed guards of Jurassic Park.

> The movie brings them to life. The game invites you to join in.



Dinosaur teeth varied in size and shape depending on what the dinosaur ate. Herbivores had round, dull teeth for chewing plants. Carnivores had sharp, pointed teeth for chewing Herbivores. Be careful. To them, you're iust a snack.



At the end of their powerful legs and muscular arms, many dinosaurs were equipped with razor-sharp claws. Ours are no different, And no less dangerous.

# IT TOOK 65,00

e decome

Try not to end up here. The powerful jaws of the meat-eater Tyrannosaurus rex. They had pointed, six-inch-long teeth and really bad breath. Keep out.

#### **FACE TO FACE** ON SEVEN DIFFERENT

LEVELS. Work your way through the Visitors Center, Pump Station, River, Volcano, Canyon, Power Station, and Jungles of Jurassic Park.



A typical walk in the park 130 million years ago would have looked like this. Ferns, cycads, and other plants were everywhere. Just like the jungle of our game.



It's still unknown why the dinosaurs disappeared. One theory suggests that a huge asteroid struck the Earth sending dust into the sky and blocking out the Sun. Or maybe they died of boredom; there were no video games back then. What do you think?







The reptiles that could fly, the Pterosaurs. They ruled the sky while the dinosaurs ruled the Earth.

Be careful as you move through Jurassic Park. You never know when one might drop in.











(sap) of an ancient tree. Have you got something you want to preserve for 65 million years? This is the way to do it.





Imagine: You're walking through the jungle 130 million years ago. Be sure you don't step in this. It's a fossilized dinosaur dropping. Today, they can help scientists reveal clues to a dinosaur's diet and nutrition. (You'll be glad to know, we've left these little land mines out of our Jurassic Park.)



YOU CAN BE DR. GRANT. You can choose to play Dr. Grant as he tries to escape the dinosaurs and treacherous 1 jungles of Jurassic Park.



Unlike real paleon tologists, Dr. Grant uses tranquilizer darts. a stun-gun, flash grenades, gas grenades super darts and dinosaur bait.

This is the team that designed and created Jurassic Park from Sega. Their task was to produce the best looking, most exciting dinosaur game possible. Nice job.





fossils is difficult and time consuming. Finding a game in the store is too. For your reference, this is the game box to look for: Jurassic Park from Sega.

lust like in the movie. A dinosaur is a cunning and ferocious adversary. Remember, if you can't beat them, join them. In Iurassic Park from Sega, you can play the dinosaur.



## THEY GET SMARTER AS YOU GET BETTER.

Jurassic Park from Sega was designed to include D.P.A™ (Dynamic Play Adjustment.) So as your game skills get sharper, the dinosaurs become harder to outsmart.





intelligent brains. We can think like no other species

ever has. For years, it was thought that dinosaurs were dumb, pea-brained creatures. That may be wrong.

We've learned recently that they actually migrated to different areas and even cared for their young.

Are they smart enough to beat you in

Jurassic Park from Sega?



COMING SOON TO GAME GEAR™ AND SEGA CD!

Big.

mart brain? For sure



This is the section where you can open up your mind and let the rest of electronic garning know what you have to say! If we like what you write, we'll put it inside the pages of this megazine and try to spell your name right. If we don't like it, chances are we'll wad it up and huri (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you understand these rights then write us at: Interface, Letters to the Editor, c/o Senda Publishing Group, 1920 Highland Avenue, Sutte 222, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts.

#### THE CES SHOW

I had the great privilege of attending the Consumer Electronics Show and it was an incredible experience. Having gone last year as well. I was truly surprised by the many improvements. For one, the video game section was much larger and the quality of the games was better. Nintendo had a nice display but Sega's booth was large and crowded! The huge stage with the announcer was an impressive idea. The game that really wowed me was Silpheed, Nothing could have prepared me for this game! Finally the power of the Sega CD shines through. And how about you guys? It wasn't too tough to find your booth. I just looked for a crowd of people lined up playing arcade games. Your staff was talking with readers, giving out tons of free mags, and basically showing everyone why you guys are number one.

Ben Caton Iowa City, IA

(Ed. Thanks for the wonderful comments, Ben. We've always been a big attraction at the Consumer Electronics Shows by handing out tons of free magazines and interacting with fans. Yes, this show was one of the best. We agree that Silpheed from Sega is an incredible game that shouldn't be overlooked. You can read more about Silpheed and other hot titles from the show in our Fact File section. We can't wait to meet with everyone again next year.)

I just got back from the Summer CES and it was hotter than last vear's! I was a little confused on a couple of things shown, though, First of all, I saw that the Genesis version of Street Fighter II: Champion Edition was delayed and changed to Street Fighter II: 'Special' Champion Edition. What's the deal?

**Tim Yanalunas** West Bloomfield, MI



The new Street Fighter II: Turbo Edition clocks in at a hefty 20-Meg!

(Ed. Well Tim. SFII: Special Champion Edition is Sega's answer to the Super NES version of SFII: Turbo Edition. This game has the Champion Edition and Hyper version of SF II all in one big 24-Meg cartridge. The Hyper Edition mode can be adiusted between one and nine speeds for perfect play.

In other Street Fighter II news. Capcom announced that both Street Fighter II: Turbo Edition (20-Meg. July release) for the Super NES and Street Fighter II: Special Champion Edition (24-Meg. September release) for the Genesis will both be priced at \$69.95!)

#### SEGA ADOPTS RATING SYSTEM

A while back, I heard on the radio that Sega was going to start a rating system for the games! I don't understand this at all. I thought Sega always took pride in themselves for their more realistic games and relatively carefree attitude when it comes to their games. Now they want to put age restrictions on the games. Anyway, how is this supposed to work and when will this outrage take effect?

**Thomas Ridley** Gary, IN



Games like Sega's Eternal Champions are the first to receive the rating labels.

(Ed. The ratings are supposed to begin this month with three initial classifications: "GA" for general audiences, "MA-13" for mature audiences (parental discretion advised), and "MA-17" for adults (not appropriate for minors). Sega's reasoning behind this is that their new games are developed for specific age groups. This rating will be standard on all Sega games and will eventual-Iv trickle into the third-party games.)

So What if Pocky and Rocky is a goofy name for a game, featuring two characters who've never been on TV.

## The Press Loves It!!



## And So Will You.

Pocky and Rocky... Incredible Action for your Super Nintendo.

Available Now!







Thanks for the great review guys!

Hey, we deserve it!

Natsume Game Hint and Tip line: 1-900 820-HINT (4468)

.95¢ Per minute charge. Minors must have parental permission before calling. Must have a touch tone telephone.





Natsume Inc. 1243A Howard Ave. Burlingame, California 94010

#### NOT MORE SF2?!!

Whoa! Boy am I impressed with you guys. I was so shocked when I read your June issue, especially the two-page article on Street Fighter: Champion Edition for the PC Engine. I can't wait for it to come to the U.S., so I have a few questions to ask. Where can I order this great game and the six-button controller? Patrick O' Connell Bartlett, IL

I've been hearing rumors that the PC Engine version of Street Fighter II was going to be on a HuCard and a CD. Have these rumors been confirmed yet? I would really love to play the game while jamming to great CD music!

> **Dave Travino** Barberton, OH



The all-new PC Engine Street Fighter II is the biggest rage overseas in Japan.

(Ed. While it is true that Street Fighter II: Champion Edition was originally going to be a CD/Chip combo, NEC of Japan deep-sixed the idea due to problems in synchronizing the CD music with the game. In fact. NEC was so committed to having the unique combination that they even had the game package designed as a double disc! As of press time, T.T.I. has not acquired the rights to bring Street Fighter II to the United States, so if you really want it, you'll have to either go to Japan, or order the game through a mail-order house. As for the controllers, the game is playable with the standard two-button pads, but it's a real thumb-sore. The six-button pads are the real way to go.)



## ER OF THE M



No wonder Sega has been quiet about Sonic CD. With Sonic kidnapped. who would star in their game? Anvway, Mr. Mystery Man, we had those quills checked out and they really belong to a disgruntled porcupine from

Southern Asia. Sorry Charlie, but you've been exposed and we're going to send one hundred plumbers over to get you.

"Electronic Gaming Monthly. We have Sonic the Hedgehog. Send us a Sega CD or else the hedgehog dies! Ha Ha Ha.

The Sega Genesis Junkies.

P.S. We have also sent you some of Sonic's quills for evidence of this ransom note.

#### WIN AN OFFICIAL EGM T-SHIRT!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would find particularly crazy, we'd like to immortalize you with a special edition EGM T-Shirt proclaiming your fondness of and psychosis to video games!



#### OVERSEAS GAMING...

In the area where I live, there is a shopping center that sells many Japanese video games and magazines. Since we can get overseas magazines here, can people in Japan and Australia get EGM?

Jeff Krantz New York, NY

(Ed. You bet we reach other countries! In fact, there was a contest held in Australia by BMS Retail where readers could win a Super Nintendo system with a huge library of great software. Banners were hung in every store advertising EGM, Mega Play, and Super NES Buyer's Guide as the hosts to this great contest.)



Here is the banner and the first winner. of this overseas EGM contest!



## THREE MORE TO GO...AVAILABLE NOW!





Rescue the fair Princess through 12 levels of sword-swinging adventure!



#### THE RANKIN RAP!

Since CD Sonic the Hedgehog is naturally going to be on a CD, what kind of music will the game have? I hope it isn't just a rehash of the cartridge music. Will any big names be producing the tunes?

> Ryan Dilling Brady, TX

(Ed. Okay Ryan, you're in luck! If the music doesn't end up getting changed, the tunes you'll be listening to are a mix of techno and classical with some vocals occasionally thrown in. In fact, Sega of America has already chosen the opening music to the American version of Sonic the Hedgehog CD. Below is a lyric sheet to the opening cinema music. For more information on Sonic CD, don't miss out on our twopage Fact File on this sure-fire hit!

SONIC - YOU CAN DO ANYTHING (Opening Theme Song) Lyrics by Casey Rankin

10-10 Y' can go again - 9-9 Don't fall behind 8-8 Say, don't be late - 7-7 Destination Heaven 6-5 So, stay alive - 4-3 Now it's you & me 2-1 We're gonna have fun - Say blast off hey!!

Excalibar - It's not that far What do y' make - Hey! Give & take Goin' Home - Time Zone- Check out Egg He's never alone Leather' n lace - Getting in place What to y' get - Say - Fast jet Doom Room - Cosmic Zoom - Heads up Jake It's SONIC BOOM!

Toot Toot Sonic Warrior - Toot Toot Sonic Warrior Your hour is never at hand You've got the power to save the land

> Take a little chance - slip on through Y' gotta survive no matter what you do you gotta do for you

Toot Toot Sonic Warrior - Deep in Space and Time Toot Toot Sonic Warrior - Forever in your mind To shake the planets and conquer time

Toot Toot Sonic Warrior - Deep in Space and Time Toot Toot Sonic Warrior - forever in your mind Nothing can survive, the will to stay alive cause if you try, you can do anything

## 

All winners get a free 'In Your Face' T-Shirt and the first prize is a Fire Stick from G & C Manufacturing.

SEND ALL ART TO: Interface Letters to the Editor: 1920 Highland Ave.. Suite 222, Lombard IL, 60148.



Rick Keagy, San Luis Obispo, CA



Rico Beaudoin, Fleurimont, Que, Can



Welland Lau, San Francisco, CA





Aaron Eisenberger, San Francisco, CA



Roger J. Givens Jr., Boston, MA



Tom Giatras, Ronkonkoma, NY



Steve Choo Chee Toronto, Can



Orlando Tolentino Hialeah, FL



**Andrew Woodrow** Lutz, FL

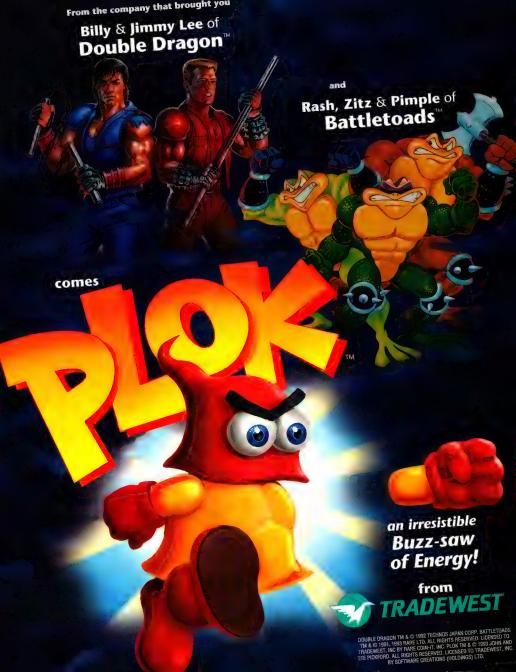


Michael Coffman Killeen, TX



The first place prize is a Fire Stick donated by G & C Joystick Mfg.







# I'M B.O.B., AND THIS IS MY G.U.N.

I've got two years left on my warranty, but it won't cover half the grief I've got coming. Most of these hall crawlers don't know me from a toaster, but they still keep trying to cut my power in more ways than Dad ever warned me about. I've got some pretty awesome firepower, and I can dish out as much as I can take. But I gotta tell you, a guy can only bounce back from so much. If I don't get outta here fast, I'll have to change my name to Shish Ke-B.O.B.

"B.O.B.'s many levels, cool and funny graphics, and neat gadgets make it stand head and robotic shoulders above other side-scrolling action games for the Super Nintendo".









I've added on so many tricked-out gadgets, I don't know which parts were factory original anymore.



I can get along with pretty much anybody, but if I have to I've got six flavors of firepower to clear the corr<u>idors.</u>



With forty-five levels between me and the door, getting there will be half the fun.

Available on both the Super NES and Sega Genesis systems.







#### **STEVE HARRIS**



The Boss thought JP was a blast, but it should of ended like the book. Now he's looking forward to the next Star Wars! **Current Favorite Games:** Super Empire; SF2 Turbo

#### **ED SEMRAD**



The head Ed is finally back from honeymooning in the tropics. We're glad he's back, but his skin keeps peeling. Yuk! **Current Favorite Games:** Sonic CD: Aladdin: VR

#### **MARTIN ALESSI**



Movie madness is in the air! We can't keep count of how many times Martin has seen JP! T-rex is one bad dino! **Current Favorite Games:** SF2 TE; Megaman X, SMB A.S.

#### SUSHI - X



Sushi is a bit worn out after SCES and Toyshow in the same week! It's time for a vacation now that SF2 TE is out. **Current Favorite Games:** SF2 TE; Mortal Kombat

#### Super NES **Zombies Ate My Neighbors** August 45+ Levels 8 Meg





Konami knows a good game (like Cybernator) when they seed and getting Zom-T bies from LucasA brilliant move! This game is a billion and provides hours of fun - esperate with two players! V Spotting all the page es of old horror movies just adds the fun! Add eerie music and you have a winner!

ZAMN is an instant favorite for me. The graphics are fantastical lot of attention to detail and some enemy char-R acters. The musi a masterpiece with great stere ts and fitting themes. There not hany bosses but when they appear they're BIG! Great game play and killer amount of levels.

Ahhhhh! It's an invasion of the Zombies and Giant Babies! Konami has brought the once forgotten B movies to life again in their new action cart: Zombies Ate My Neighbors. The cast of characters includes Chainsaw Man, Green Creature, Aliens, Evil Dolls, Red Blobs and, of course, Zombies,

You are Zeke (love the 3-D glasses) or Julie, two humans pitted against the strange collage of enemies. Armed with a cross between household staples and military bazookas, destroy the invaders using whatever's available! Remember to rescue your neighbors - if they're killed it's game over!

Konami does it again! With humorous, art looks and movie-like action plays like a winner es ially enjoy the

- way you turn into mon and run after n your enemies. The sum is great and the control of the charage can't be beat. I thought I was water an old horror flick when I played it. Fun is the word!
- Another great cart from Konami. This adds to the few homemes out there and really shows mor in horror
- movies. The character have a vague
- familiarity to familiarity to familiarity and their parodies are we sone. To top it off,
- there is a two-plans mode along with X great graphics and control.





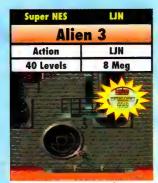


# RECOMING. Sega" are incoming, so keep your eyes open. And your head low.

a public service from

ASCHWARE





LJN is bursting onto the Super NES movie-to-game scene with their latest release, Alien 3.

Based loosely on the movie, Ripley must rid a penal colony infested with, you guessed it, aliens! Help Ripley attack these lethal creatures and save the colony from destruction. Choose from a number of deadly weapons to aid in your assault. Complete any mission in each stage in any order you wish.

This takes the Genesis version and completely pumps it will be result is an almost complete onten it game! The premise is the sale of out the aliens and rescue the horizons wide variety of weapons like flike although only thing I didn't like was the awkward crouching control.

Look out! Alien 3 is a great game from beginning to end. The most can sound effects are top-not tance ally add to the suspense. Although the game is really nothing new, the cay it put together is really exciting. The only ajor complaint I have is that the last repetitive without much diversity in the missions.

This is one of the best side scrollers I've played in a while! The tensity in every way, this cart of theirs the sights and sounds that made the view a hit. Great graphics and sum of their weapons will have you toastif, all a for hours. The game play is hard so pat first but very good nonetheless. Long and tough.

This is the best Alien game to date. The animation and graph the well done and highly detailed. The its so a booming soundtrack that will gets your heart pumping. The missions in interesting but can get a bit rep. Tive in the length of the game. Good the choices but the power-up rooms make it a bit easy.

Super NES	Tradewest
Battletoads in	<b>Battlemaniacs</b>
Action	Now
8 Levels	8 Meg
	Tanganan (A)

Tradewest makes you move to the mean green three: Rash, Zitz, and Pimple, or as they are rightfully called, the Battletoads! This time Zitz has been nabbed by the Dark Queen! Get mad, bad, and crazy as the 'Toads have some great new moves to show you - like the Flying Battleaxe and Anvil Swipe! However, the Dark Queen has some new tricks to show the 'Toads, and they rick ince ones! Everybody move!

Absolutely killer! These guys know how to rock - what other are an you name where your charges shike they are having a blast the grown hemies? This game has been lower ming, but it has been well worth the rot of the only gripe. The control configuration needs some work, otherwise this may have been a 10!

I can't believe it took this long but it was worth the wait! Battle is everything it was hyped to be very great music, vibrant graphics, and ton, of emiss. The button set-up was a travel and to get used to, but didn't mean traplayable. This game rocks with the adverse. I love the cooperative attacking of the enemies!

Without a doubt this is the best looking BT cart to date. The policies are truly amazing and the acters are extremely described and characters are extremely described and the best elements of the second and the secon

The top-notch NES game has finally made it to the Super Time. Your favorite guys in green are green to all the cool moves and action men over an action to been anticipating. The graphics are all erbly done and animated. Contry again bit to get used when your chan solide after they strike, but it's action-packed till the end.

	Konami
NFL Fo	otball
Sports	August
N/A Levels	8 Meg
带 带	

Konami has made a great play for the Super NES with NFL Football! Hit the gridiron as your favorite team in the NFL. Warm up in the demo mode or check out the action in the one- and two-player modes. Preview other teams in the exhibition mode, then switch to the playoffs or pick up where you left off in a saved game. If you really want to test a team's abilities, go same team vs. same team! Down, set, hike!

Frankly, I expect state-of-the art from Konami, let's face it - make absolute-ty killer games. However, I was a bit baffled with this one make absolute-tion effects were really actued, but they completely disonate the man play! The plays and controlled the plays and controlled acquate, but there are better football games out there.

NFL Football is a solid game with a few minor shortcoming the scaling and rotation of the field is one essive but isn't executed very well also, the players seem kinda choppy. In they're running around. The voice is wever, is absolutely amazing with no or bled pronunciation. Overall, it's a solid game for football fans.

The concept behind this cart is very cool, but the most importer spect of a good football shouldn't be ool scaling. Concentrating on great the plant of the contracting on great the plant of the contract of

Konami's the king of action games and they might have a might be with this sports to the graphics are decent and there ago to a graphic and options but it deem to the playability of other football say the there. These games are difficulty program and this one could've used a bit more control.



# You've got to be fast to last.

In Street Fighter II Turbo, slow doesn't go. Because extensive training has not only made the 8 fighters and 4 grand masters faster and stronger. It's given them a whole new arsenal of kicks, punches and special moves. Get revved for 78 possible

matches, where if you're not fast, you'll never know what hit you.



Ryu must blou out Chun Li's new fireball move with his new mid-air hurricane kick.



Teleport to avoid getting burned by M Bison's psycho crusher



In Las Vegas, tonight's fight is Blanka's new vertical ball versus Vega's claw.

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Super NES	Seika
Trod	dlers
Puzzle	Now
175 Levels	4 Meg

Troddlers is toddling onto the Super NES with the help of Seika. This spunky puzzle game features you as guardians Hocus or Pocus or both! Opt for the training mode, Hocus vs. Pocus, or the team-up mode. You must lead these lost guys to safety and it's quite a chore. The troddlers can walk on walls and even walk upside down. Hocus and Pocus must plan a blocking strategy to get the Troddlers to their exit.

Liked Lemmings? Then you'll probably like Troddlers. The same: To the same: You must help che not critters, Troddlers, get to the door we exit several levels. The control is a few rusty and therefore hampers the real somewhat since it relies on precision but using a mouse eradicates that problem.

The concept behind Troddlers isn't exactly new but the game of the start of the sta

I like Troddlers because of the variety of different puzzles at the stroughout each level. The games by is solid and fans of Lemmings will be of pace and adds to the comparable feel. The game has tons of level and really cool music. Interesting and challenging for all.

It's another mind-bending game on the order of Lemming. Fe has some interesting puzzles out on this category. Also, the control is hard to get used to and is made my for a mouse than a control pad. If you have the mouse the game is fun, but just not exceptional.

Genesis	Electronic Arts			
В.	B.O.B.			
Action	August			
8 Levels	8 Meg			

B.O.B., that funky keen alien teen, is coming to the Super NES compligments of Electronic Arts. On his way to pick up a blind date, he crashes his old man's space vehicle on an unknown planet full of weird creatures. Now he must get to his date at all costs and without transportation. It will take reflexes and brains to complete this quest on a hostile alien planet full of strange devices and creatures. Is she really worth it?

B.O.B. is a cute character and his many antics and death scern are amusing, but he suffers from Engly's disease: too much cuteness and enough game play. B.O.B. has taried by levels in it, but after the first in a street it becomes repetitive and both are are plenty of weapons and gadgets, but it isn't enough.

B.O.B. is a good side-scrolling action game for those who want too much action. It's a relative fun game but the lack of many end too also, the music does leave some too and too desired. The good points are become to use.

Bring your Own Bot! While there's not much different from the Source of Sour

B.O.B. is back! This is almost an exact copy of the Super it version, but I didn't care for it that ruch on that format either. The proble is a wkward control and the lace of a miles that you encounter in each step. The character is cute, but playab affers and action needs to be stepped up. Cool tools!

P.T.O.			
Military Sim.	August		
N/A Levels	8 Meg		
60	<b>32</b> 39		
fact Rest Int Or	d Info Data His		
Avs. 8, 1942	3:90		

Armchair generals, prepare yourself for some of the most explosive
sea and air battles. Koei has exploded onto the Genesis with their new
cart ready to challenge the most
seasoned war simulation strategists.
Choose from a number of WWII scenarios and relive history or simply
rewrite it by making diplomatic proposals or plotting out military plans.
The armed forces need a strong
leader. It's time to take command!

I usually like these strategy games, but sometimes a cart trie to be more than the limitations allow of .O. will probably be more effective to bigger platform because it doesn't utile tock it on the 16-Bit system. The property somewhat slow and sluggish, and of WWII history will probably like it.

In two words: sensory overload. P.T.O. is one of those game really appeal to strategy players. That are lots of scenarios to finish and to game can take any course of again. P.T.O. really requires a player and down for hours to enjoy the game agame is good but a bit complex for the average gamer.

Not my cup of tea, but I have to admire the detail and complete of this cart. The main emphasis is of come play and there is tons of options and title details that simulation fans the complete of the comple

Dive right in if you're a war hero without a war to fight. This is recent simulator with all the options of ton, and strategy you'd need. Perfund these games don't entertain in the option long. This is one of those guest a either spend loads of time getture or, or it just passes you over. It's decent but not my bag.



## Heroic Battles in a Galaxy Far, Far Away





Take one Corellian smuggler, a kidnapped princess, a clod-kicker from Tatooine and the last of the Jedi Knights and you have the Empire's worst nightmare—a new hope for freedom. Join Luke Skywalker, Han Solo and Chewbacca on the greatest adventure the galaxy has to offer—Super Star Wars.

Blast your way through Jawa territory and into a bar room brawl at Mos Eisley Spaceport. Evade lethal storm troopers tenacious alien forms, and and challenge the Lord of the Dark Side himself, Darth Vader



All this, plus the incredibly intense 3-D graphics, music and sound effects that you would expect on the Super NES and demand from the people who brought you this classic movie saga. So grab your blaster, strap on your light saber and take on the Evil Empire in your quest for galactic freedom!









Genesis	Microprose
Pirate	s! Gold
Action	Now
N/A Levels	8 Meg
	*
Serque	Sissest's Sissest's 8 35 1

Ahoy, Matey! Microprose has struck gold on the Genesis with their new swashbuckling action game, Pirates! Gold.

Brandish your sword for grueling duels on the decks of enemy ships from all across the globe. Back on shore, stop by the local tavern to recruit other scavengers and get valuable information. Select your crew from six different time periods and set sail for high seas terror!

Another involving RPG game! As a pirate of the high seas and of everything: Engage in ship batters or food and provisions, select your of even engage in sword fights. The province for function is a must with this king game. The graphics are excellent, but control on the sword fights is choppy.

This game gets points for an original theme but falls short poverall play. The action can be fun from sword fighting with other ship calling and even exploring the high sear Pirms can be a bit complicated for the type uper crowd, but for those who like the action of the playing games, this could be a good one.

Here's an old favorte from the computer with better game is be ically a mix of pirate role playing and eventure. There's a lot of involvement and inding the other boats and finding the stay in. The sweet lighting scenes could have had a bit more interaction to them.

This is a cool sort of adventure game. You get to be a syling of who is the captain and hero. It coins less action with adventure and strate of all all-out action game. The graphics of crisp and colorful and the fighting is may easy to get used to. Complete will passwords, this is a game worth getting into and exploring.

Genesis	Absolute
То	VS
Action	Now
4 Levels	8 Meg
LIVES PEANUT OF	POMER

Bet you didn't think Toys could cause this much trouble? This new cart is 'Absolute'ly a toy!

Based on the recent movie of the same name, you are charged with saving your father's toy company from the clutches of your evil uncle. Surround yourself with some of the friendliest weapons you'll ever want to meet! Watch out for the security cameras; they will blast you with lasers from their eyes! Eeekk!

I absolutely hated the movie, so I was hoping this would be good to make up for it. I was wring the graphics are adequate, but they perspective (It's almost impossible to the anything) and hokey attack websord over the peanut shooter) left me be desired. The sound needs work, but the control is OK.

The movie was a snore and the game isn't the greatest eith of a very repetitive game with no rate on and an unoriginal theme. The same was accessed to the number of items to un and unversion to the very colorful graphics. The proper is an eyesore and can be tought of enemies. With a bit more variety, it might have fared well.

Toys is a tough cart to make good, because the movie mased on was mediocre at best. The properties are a good id and the game pay it repetitive and uneventful. The total to power-ups are a good id and the serie's just not enough substance to the same this cart together. A bit faster than the SNES version.

The movie never made it big and neither does the game. The probability behind it is sound but the granter and playability leave a lot to be divided there is a good choice of toys to the but the repetitive targets make it both as print. The perspective also adds to the disorientation and decreases playability.

Sega CD	Tengen
Robo	Aleste
Shooter	August
8 Levels	CD-ROM
H1	. Nin So

Tengen's rockin" Robo Aleste is rolling onto the Sega CD.

The year, 1556. The place, Japan. The event, civil war! You are a member of the "White Fang" army decked out in your latest prototype armor, Aleste, and you are defending the honorable Nobunaga Oda. Adjust the difficulty settings and check out the awesome soundtrack in the options mode. Utilize all weapons. Keep a steady hand for this shooter!

Robo Aleste has the requirements for shooters: great so the first so that the first

A Sega CD game that uses some of the special features? It is Robo Aleste is a great game for the work really enjoyed the old game M.U. The one call the Genesis. The music is good and the levels are extremely long, to me

I was expecting a total kick-butt, M.U.S.H.A.-on-step to from these folks and sad to say the disappointed. The game is very good out there's nothing more than CD years to set this game apart from cartride tooters. The power-ups are cool, but bosses are unoriginal and at times the game is very unfair.

Robo Aleste is a good shooter but it just doesn't add anythout there. There are stem ral power-ups and graphics are go but the overall effect is just above verage. The big drawback is the few at you die too easily. The game is a reinging but it's value is dropped by the barrage of enemy fire.



\*Mario Andretti

hen Nigel Mansell entered the world of Indy car racing, he knew his biggest competition would be Mario (the driver, not the plumber). In his debut Indy car race in Australia, Mansell stunned the racing world by upsetting Andretti, and capturing the checkered flag. Now you can relive Mansell's march to the Formula One crown with Gametek's NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING. Every other racing game for the Super Nintendo is left eating dust. No other racing game puts you in the driver's seat like Nigel. Featuring a first-person hands on perspective, 16-International Formula One race tracks, totally customizable Formula One cars, randomized weather conditions and even audible hints from the man himself. Nigel Mansell. So, see for yourself why reviewers are calling Nigel Mansell the best racing game ever available for the Super Nintendo Entertainment System.



from

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Blow it but don't pop it in Bubble Bobble 2 from Taito for the NES.

You've been magically turned into that bubble-blowing dragon again. This time you're off to save your girl-friend who has been kidnapped by the wicked wizard. Your skills include blowing bubbles and floating through air. The two-player simultaneous option has been replaced by alternating players one and two. Get ready to burst some bubbles!

The little green critter you control is cute and the game is toble. It takes some technique to more out how to use your weapons, but is any mastered with a few playings. The traphics are very good, especially it way your character moves, and the hardly any breakup or slowdown. A great game for little kids.

I really like platform games and Bubble Bobble 2 has on the property of the platform games and Bubble Holling to the NES and the the plays pretty well. While looking the strategic value tool For even more than the property of the two-player game and battle to win!

The NES is still a great system when it comes to playing the style platform games. This seem has the elements of the first control and enough to the area of levels and enough to the area of the original will have take a look at this revamped cart.

The cute arcade classic comes back to the NES. The continue he hard to get used to, but once you are you will easily master all the moves of need to have a great time with this same. It might be geared for the kild of trans of the game can enjoy this same NES version. Lots of levels and bonuses to keep you busy.

NES	Capcom
Mighty Final Fight	
Fighting	Now
5 Levels	4 Meg
PLAYER ENEMY	PE x5

Mighty Final Fight is battling its way onto the NES via Capcom.

Mayor Haggar's daughter Jessica has been kidnapped by street scum and he is determined to get her back. Cody, Jessica's boyfriend, and his best friend, Guy, are there to help Haggar stomp the bad guys into the ground. Each character has a special move: Haggar - Clothesline, Guy - Roundhouse Kick, and Cody - Spinning Kick. Get the girl!

Capcom made a very smooth move with this game in almost making a parody of Final Fight! For two chitton fighting game on 8-Bit, Microy and Fight is one of the best for the TES. In three characters have been taken where, and the remarkable thing are their moves! However, there is some horrible breakup.

Cutel Mighty Final Fight is a great parody of their terrific Final Fig. The characters can do their power attacks just like before. While it is the property and the pure final property and pro

Final Fight for 8-Bit! Joy! Why? I don't know, but surprise the carriedly packs a punch. Air times maracters from the arcade are here to they have their special moves too. The game play is very good with lots of the virgues and plenty of action. A bit slow times but bad flicker when the action gets intense.

This is a neat parody on Final Fight. The graphics are good the Sand all the moves from the other particles are here. They managed to ker and the characters but it's only a one-part game. For 8-Bit it's an excellent is and a good spood spood spood will enjoy the cartoon-like look and feel.

GameBoy	GameTek
Nigel Mansell WC Racing	
Driving	August
16 Levels	1 Meg
140 mph 6th 0:56.7 668 668 1ap 1/5 pos 12th	
	4 - 4



For Formula One racing at its best, Nigel Mansell's World Championship Racing by GameTek for the Game-Boy is definitely worth a try.

Select from one of 16 world circuit race courses. You must first complete the preliminary requirements: a tune-up, angle of the airfoil, and transmission type. Then race one lap for the best time to qualify for a pole position. Once on the starting grid, put your pedal to the metall

Some themes were never really intended for GameBoy, and really definitely one of them! Trying to the road to scroll fluidly can't really be you this portable system. However, the are several tracks to try, and the really ded options are also helpful, but the actual racing, this game falls behind.

Racing games really never offer anything new or exciting, by the of the better portable racing games on the market. There are tons of traction or ace on, near perfect control, and the decent graphics! Of course, there is the blurring but not enough to distance you. This is a very good portable racing game!

I didn't expect too much from a GB driving game but, what you all 5 better than the average cart. The five is loaded with tons of options and the sixteen race tracks to choose the sixteen race tracks the si

A racing game takes a lot of detail to maintain your attention on GameBoy that's very hard to accomplish a good attempt but lacks the confine is a good attempt but lacks the confine is a good attempt but lacks the confine in the co

# QUARTERMANN'S Q-LETTER FOR EGM SUBSCRIBERS ONLY!

#### SUPER STREET FIGHTER STORMS OSAKA...

...Beginning early June, Capcom put their latest update on the SF2 sensation on display at arcades in Osaka, Japan, ending the spec that yours truly had broken in the pages of EGM some months back. While a full report from the head ed at EGM is forthcoming, here's what the Q-Mann can tell...The latest chapter in the Street Fighter saga is being tested as Super Street Fighter! The play mechanics remain extremely similar to the original, with two 'zoids going one-on-one using punches, kicks, etc. New characters and locales have been established to keep SSF fresh, but the game play does little to waiver from the proven formula of its predecessor. There are two separate modes to the game, and virtually all of the original characters are back. Reliable sources tell the Q that Capcom will be building in much more of a back story into the new characters to help give each World Warrior a distinctive identity (the kind of stuff that helps convince kids to buy action figures and comics). Semradius, barely recovered from his recent life sentence (oops, I mean marriage) will jot down the complete story for EGM...

...Speaking of comic books, hold onto your EGM's my little Quarter-friends, because the April and May issues are the only place anyone will ever see that Street Fighter 2 comic again! Seems the white shirts at Capcom had a change of heart and decided against the comic after all! Not to worry, kiddies, because Malibu has already snagged up the rights to Mortal Kombat! Look for Goro, Raiden (or is it Rayden, I can't figure it out) and the rest of the Mortal Kombateers to trade shots courtesy of Malibu sometime soon (wherever their war takes them, I'm sure it will start in the pages of EGM!)...In other MK news, Williams is reportedly tweaking an enhanced version of the game for release this fall, while a sequel could be more than a year away. To keep you occupied in the meantime, however, the Q-Mann has caught wind of an official players guide to the game that should hit sometime in September...

#### ATARI JAGUAR - HOW MUCH BITE IS BEHIND THE ROAR?

...During the Summer CES, Atari & Co. showed-off a video of their upcoming Jaguar console, as well as pix of the unit for VIPs like yours truly! The system is housed in a small package that bears an amazing resemblance to the early PC Engines. The video on the show floor was marginally spectacular, but the tape being shown behind closed doors was incredible. The machine's ability to manipulate objects and fill the screen with 3-D environments is clearly head and shoulders above the competition - including a lot of what 3DO can do! The polyheavy positioning of the machine (which was developed by Flare in Europe) makes it an ideal platform to out-Starfox the Nintendo hit, but could also be a limiting factor in producing conventional run-and-shoot softs. Still, running at a rumored 25MHz plus, the Jag should be able to do some rippin' things.

...The big Jaguar news, however, concerned Atari's rumored marketing plans. Although Atari claims to be cash rich, the company is privately said to be worried about the drain that an appropriate console launch could have on the overall company. Hoping to hedge their bets and align Atari with a top-level force, the show buzz had Atari joining forces with IBM to co-produce and possibly even co-market the new machine. Although neither Atari nor IBM would confirm this to the Quartermann, plenty of people behind the scenes were giving a wink and a nod to the concept that something truly big was impending with IBM. If true, the Jag may have found a home that even the Q-Mann would be comfortable with...

...That about sums up this installment of the Q-Mann's behind-the-scenes coverage of the CES. Look for more stuff too harsh to print in EGM to make it this way next month, along with some interesting rumors about Nintendo's plans for the future. Until next month, avoid SPAM at absolutely all costs...

## QUARTERMANN'S TOP TEN REASONS WHY EGM IS #1!

Sure, we all know that EGM is the best, but how did the mag get to be number one? It sure didn't come easy! The Q-Mann did some probing to get the whole truth and to find out how EGM gets put together every month...

- Genetically-enhanced employees that require no sleep and run on Sonic soda.
- Where else can you read a magazine that has an editor named Nob?
- Polybags! Polybags! Polybags! Not only do they hold your free stuff in, they're also guaranteed to contribute to the destruction of the ozone layer.
- It's the snazzy UPC code on the front of the magazine.
- 6. Hey, we got Andy!
- Short lead-times allow EGM to be first with the info and fit into small boxes a lot easier than long lead-times.
- 4. Insect Politics.
- Tasty "Salmon Surprise" in basement vending machines given out to best employee of the month.
- 2. Street Fighter 2 Covers!
- 1. Tie:

EGM has the best stuff first. A booming circulation and the most ad pages don't hurt much either.

and

Ed Semrad's calendar

## THE Q-MANN REVIEWS... SUPER MARIO COLLECTION

...While the Q-Mann initially questioned how a company like Nintendo can get away with repackaging their old games by dressing them up in 16-Bit graphics, I must truly say that this collection of blockbuster Mario titles, now being offered up with 16-Bit enhancements, is actually a lot of fun and worth every penny if you're a Mario fan.

Nintendo has taken the classic 8-Bit games and, while retaining the feel and play technique of the original titles, injected them with Super NES good looks. The games are virtual carbon copies of their 8-Bit cousins, they just look a whole lot better than the Q-Mann thought they ever would.

The package comes complete with four separate Mario missions, including the original, the two sequels, as well as the Japanese sequel to part one. This title is particularly powerful when you boot up the Japanese sequel which takes Mario through obstacles that were seen in complete form by very few in the states (portions of the game did make it into the original Mario adventure).

Combined with the other Mario games, however, this title really shines as a sharp example of how solid game play can be further enhanced by great graphics. Now, where are your NEW games Nintendo?...

# THE Q-MANN PREVIEWS... SONIC CD

...Get ready for the big ticket item of '94 - Sonic CD!

This little gem is everything that a CD action title should be, with bigger worlds, better sounds, and a wild story that interlaces the adventure with a running technique that must be mastered if the game is to be completed.

With dozens and dozens of levels, each containing its own obstacles and unique feel, Sonic CD takes action games to a whole new height! Sonic must traverse the variety of dangers that relentlessly appear to not only survive, but to also solve a larger puzzle involving time travel. Only by completing certain tasks in certain orders can Sonic

unlock the barriers of time. By changing events in the past by completing the levels, Sonic changes the future (levels of the game). If the future is not changed in the correct manner, the blue guy can't advance and must go back in time!

Sonic is also joined by a new friend that tags along in much the same way Tails did (whoa, do I smell licensing or what!!!), and the whole package is further enhanced with some sharp intermissions and really cool tunes.

Although the Japanese will get to sample Sonic on CD this fall, Sega of America is making further changes for the U.S.

# TWO POWERFUL BROTHERS, TWO DEADLY ARMIES, ONE SURVIVOR.



# A GAMING EXPERIENCE ONLY POSSIBLE ON CD.

TURBO-CD, THAT IS.













TURBOGRAFX IS A REGISTERED TRADEMARK OF NEC TECHNOLOGIES. INC. (© 1992. 93 HUMAN CORPORATION, WORKING DESIGNS. VASTEEL IS A REGIS-TERED TRADEMARK OF HUMAN CORPORATION. LICENSED FROM HUMAN CORPORATION AND CONVERTED BY WORKING DESIGNS, 18:35 CLEAR CREEK. ICAD. REDDING. CA. 96001. FOR A DEALER NEAR YOU. CALL (910) 243-3417 EXT. 190. WE VE ALWAYS WONDERED WHAT KIND OF PEOPLE TOOK THE TIME TO READ THIS NONSENSE. NOW WE KNOW.

GameBoy	Sunsoft	
Speedy C	onzales	
Action	Now	
24 Levels	2 Meg	
LINES: A.S. SCORE: A	69459 TIBE: 89	

Speed demons, have we got a game for you! Speedy Gonzales is whizzing by the GameBoy courtesy of the folks at Sunsoft.

Gonzales is a wanted mouse. He has swiped cheese from the best of 'em. Now he is on the run, literally! Guide the little hombre through the dangers of twisting maps. Eskimos, sharp saws, and freezing waters will cause him much harm. So grab the cheese and go! Arriba!

Title aside, what we have here is basically a Sonic-type running the programme of GameBoy. However, Speedy to be pleasant time passer with enough to fique involved to keep one satisfied. It levels get bigger and harder, but the bosses are very weak. Probably best feature is the password option.

Speedy Gonzales is one of the better action games on game by in quite a while. The game prays ery smoothly, excellent play control and good music. The idea of mindles running and collecting items is not go go music granted very well a password feature is a very nice touch.

Sonic Gonzales, oops, I mean Speedy, is a fun game that the scrolling is pretty fast to pluring is kept to a minimum. There are lots of techniques and jumps the sater and there's even a loop-to-loop great game play and solid running at mping action combined with a great character. Yeehal

Arriba! The fastest mouse in Mexico is racing to your G. The Screen. The funny cartoon character aris in his first game filled with aning of an and scrolling. The effects are good for GameBoy and the graphics are to be considered. The bosses could be better.

GameBoy	Nintendo
Zelda: Link's	<b>Awakening</b>
Action	August
N/A Levels	8 Meg
၈ ၈၀၀	တ်တွင်

Add another link to the Zelda chain for GameBoy from Nintendo!

Link has shipwrecked on the mysterious island of Koholint. Now abandoned and lost, he is discovered by the lovely Marin who brings him to an unknown world, only the evil god Wind Fish has other plans for Link! Travel through eight different dungeons to flee this dreaded world. Search for musical instruments; they will aid you in your escape!

Amazing! This GameBoy version of Zelda is almost as good a Super NES version! What Ninten and owas simply make the exact are of the portable system; instead are not be a completely different game are not be some of the new options, like an ball-and-chain buddy, are great!

Can Nintendo do no wrong? This game is thankfully not a comment translation of the Super NES variety of the Super NES variety with incredible and process and beautiful sound are the said of the said

I'm not afraid to give a deserving GB cart a 9. Zelda is a many local and by far one of the most in with and fun games to play on the go lons mysteries and game play that july word quit are part of the fun. New characters and Mario-type action are also primer to for a whole new feel to role playing. Battery back up too!

This is probably the best GameBoy translation so far. It has the features and functions of the Ne year of Zelda and then goes beyond an some new stuff. This is definitely some have for those long rides and the graphics are great for the system.



No wrestling in the house? You can now with Flying Edge's new GG cart, WWF Steel Cage Challenge!

Pick your opponent from twelve ferocious wrestlers. Then decide how to slam them, one-on-one, tag team, WWF championship, or tag team championship! Play it safe and stick to regular ring wrestling or live on the edge and surround yourself in an inescapable cage! Pound your enemy with many damaging moves!

Ah, more wrestling. Not my favorite game theme in the world, the YF Steel Cage Challenge really and move me. The graphics are choosed the character movements are slow a sluggish, with very limited moves and mything like the monster 16-Bit ... WWF fans may disagree, but this didn't do it for me.

Wrestling games are a blast and this one isn't too shabby the big-name wrestlers are here any the matches are great. Now, the drawt was are the choppy animation of the restlers and the movements which the agonizingly slow. Otherwise it's a good game to play on those long car trips.

If you're a wrestling buff than maybe this cart will strike your from the transfer of the most famous wrestly from the WWF and the infamous from the work on the work of the w

Normally I'd jump right into a wrestling game but the look of the ame Gear version is a bit weak the characters are there and they have the small screen at table version loses something. The the choppy and slave a character movements which should get the most detail.

# INCREDIBLE INTERCEPTION.



# TOO BAD HIS FOOT



"THE WILDEST, GORIEST FOOTBALL GAME EVER! IF THE TACKLES DON'T KNOCK YOU TO PIECES THE LAND MINES WILL!" - EGM



Slide the ref some dough to pick up a few extra yards against your apponent: you never know what he'll call.



Choose from over 50 plays, from Deathbone to Blitzkrieg, or call a nasty audible when the game is on the line.



Looks like Mo and Spew Puke shoved another poor sap into a flaming pit. Choose your nightmare: bloodcrazed Troll lineman or hellfire flaming pits.

# WAS OUT OF BOUNDS.



"From bribing the ref to sidestepping fire pits, this is one of the funniest, most outrageous games ever!" - GamePro

# MUTANT LEAGUE FOOTBALL

GET MUTANT LEAGUE FOOTBALL FOR YOUR GENESIS. JUST CALL
800-245-4525 ANYTIME OR STOP BY YOUR LOCAL RETAILER.

Actual screens from Sego Genesis version. Mutant League ≈ Football is a trade-







95¢ for the first relinate, 75¢ for each additional misuse. If you are under 18, be sure to get your parents' permission before calling. Holline requires touch-tone telephone. Messages subject to change without notice.



# Battleship

Strategy Mindscape Wayne's World

Action THQ

Jimmy Connors Tennis UBI Sports

# SUPERNES

TZ: The Arcade Game

Action Acclaim

Super James Pond

Action Ameri, Soft Street Fighter 2-TCE

**Fighting** Capcom



Legends of the Ring Sports Electrobrain

Nigel Mansell Racing Gametek

## Where in the World/Carmen Educational Hi-Tech

Rocky Rodent



**Operation Logic Bomb** Action Jaleco

Taff E Naff



**NFL** Football Sports Konami



**Mario All-Stars** Action Nintendo



Cacoma Knight in Bizyland

Puzzle



Aero the Acrobat

Action Sunsoft



Super Off-Road: The Baja

Driving Tradewest





Sorcerer's Kingdom

RPG Amer. Sammy

Bill Walsh College Football Sports **Electronic Arts** 



B.O.B.

Electronic Arts



**General Chaos** 

Strategy Electronic Arts Technoclash

Action Electronic Arts



# PRESENTS THE GAMES OF FUGUST 1993... APPEARING IN LOCAL STORES NOW

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW: The information below was supplied by each of the individual companies, and is current as of June 15, 1993.





Landstalker	
RPG	Sega
Rang	ger X
Shooter	Sega
Young Indiana Jones	
Action	Sega
The state of the s	View Line





Robo Aleste-CD	
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7	

Strider Returns	
Action	U.S. Gold
	POPULATION OF THE POPULATION O





	**************************************
Battle Pi	ng Pong
Sports	Am. Sammy
Legends o	f the Ring
Sports	Electrobrain
Panel Act	ion Bingo
Puzzle	FCI
Nigel Mansell	
Racing	Gametek
NAME OF THE OWNER.	1010 n



Folix the Cat

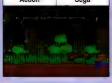
Hudson		
Link's Awakening		
Nintendo		
50 200		
owner of		
名 <b>西西</b> 蒙		
عاجمم		
A STATE OF THE STA		

Wayne'	s World
Action	THQ
immy Con	nors Tennis
Sports	UBI



OUT PEOP

Unime	
T2: The Ar	cade Game
Shooter	Acclaim
Surf I	Ninjas
Action	Sega

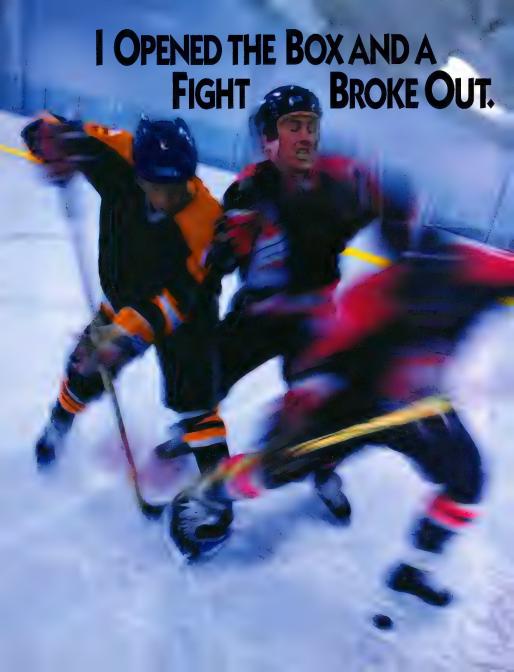


Young Ind	iana Jones
Action	Sega
World Cup Soccer	
Sports	Tengen

Paper	boy Z
Action	Tengen
Strider	Returns
Action	U.S. Gold

7.00.00.1	0.0.0.0
10-10	
	NX
Gord	lo 106

Action	Atari
Jimmy Coni	nors Tennis
Sports	Atari
Lemn	nings
Strategy	Atari
Double	Dragon
Fielding	Talagamaa





So there I was, sitting in the living room, channel surfing with the remote when I get in that mood - you know - for some Super NES® Action. I reach for

my new hockey game, SUPER SLAP SHOT, and strip off that weird plastic, the kind that always sticks to your fingers when. BAM! OUT FLIES A PUCK that nails me in the face and two of the biggest mashers I've ever seen hauling after it. WHOAAAAAAA!



Next thing I know, I'm wiping ice out of my eyes, it's really freakin' cold and I'm standing in a ref's outfit in the middle of a rink in front of thousands of screaming fans. Those same two guys whiz by me and

slam up against the wall. They start shredding each other, the crowd goes off and I'M supposed to send THEM to the penalty box?! YEAH, RIGHT!



They ain't havin' it. They come screaming down the ice like I'm the puck and here to be so hard, I'm sent flying back into my living room, TRIP OUT!

I dive for the Super NES® controller under the sofa cushion and now I'm in control of this game.

YES! 32 teams to choose from, exhibition or tournament mode, fighting and shootout practice, adjustable team skills and aggression, ref's that



range from "tough" to "blind," fourteen pages of hot stats, ballistic skating and throat-ramming slap shots!





SUPER SLAP SHOT™ Bust one open.



NINTENDO				
1	1 MONTH	MONTH - NINTENDO/KIRBY'S ADVENTURE		
2	7 MONTHS	∇	TECMO/TECMO NBA BASKETBALL	
3	8 MONTHS	-	ENIX/DRAGON WARRIOR IV	
4	2 MONTHS	∇	NINTENDO/YOSHI'S COOKIE	
5	1 MONTH	-	JALECO/BASES LOADED 4	
6	11 MONTHS	Δ	NINTENDO/TETRIS	
7	2 MONTHS	∇	KONRMI/TINY TOON ADVENTURES 2	
8	11 MONTHS	∇	KONAMI/T.M.N.T. MANHATTAN PROJECT	
9	1 MONTH		CRPCOM/DUCKTALES 2	
10	6 MONTHS	∇	NINTENDO/DR. MARIO	

SUPERNES						
1	3 MONTHS	-	- NINTENDO/STARFOX			
2	1 MONTH	-	ACCOLADE/BUBSY			
3	1 MONTH		LJN/WWF ROYAL RUMBLE			
4	SI MONTHS	-	CAPCOM/STREET FIGHTER 2			
5	2 MONTHS	∇	▼ KONAMI/BATMAN RETURNS			
5	1 MONTH	-	NINTENDO/VEGRS STAKES			
7	1 MONTH	-	INTERPLAY/THE LOST VIKINGS			
- 8	3 MONTHS	∇	TECMO/TECMO NBR BRSKETBRLL			
9	1 MONTH	-	DATA EAST/SHADOWAUN			
10	2 MONTHS	∇	TRKARA/FATAL FURY			

	GENESIS				
1	3 MONTHS	3 MONTHS - SEGR/X-MEN			
2	2 MONTHS		ELECTRONIC ARTS/BULLS VS. BLAZERS		
3	2 MONTHS	Δ	SEGA/COOL SPOT		
4	2 MONTHS	-	TENGEN/ABI BASEBALL '93		
5	3 MONTHS	MONTHS - ACCOLADE/HARDBALL III			
6	4 MONTHS	Δ	ELECTRONIC ARTS/PGA TOUR GOLF II		
7	3 MONTHS	∇	ELECTRONIC ARTS/TONY LA RUSSA BASEBALL		
8	3 MONTHS	∇	US GOLD/FLRSHBRCK		
9	3 MONTHS	∇	TAKARA/FATAL FURY		
10	S MONTHS	V	ELECTRONIC BRTS/ROAD RASH II		

	SECH CD				
1	1 MONTH	-	SEGA/BATMAN RETURNS		
2	1 MONTH	-	RENOVATION/TIME GAL		
3	2 MONTHS	∇	JVC/JAGAR XJ220		
4	3 MONTHS	∇	SIERRA/ADVENTURES OF WILLY BERMISH		
5	S MONTHS	-	SEGR/NIGHT TRAP		
6 .	5 MONTHS	∇	RENOVATION/ROAD AVENGER		
7	2 MONTHS	∇	SEGA/AFTER BURNER III		
В	5 MONTHS	♡	SONY IMAGESOFT/SEWER SHARK		
9	1 MONTH	-	SEGR/PRINCE OF PERSIA		
10	5 MONTHS	∇	BIGNET/BLACK HOLE ASSAULT		

	GRMEBOY					
1	7 MONTHS	7 MONTHS - NINTENDO/SUPER MARIO LAND 2				
2	10 MONTHS		NINTENDO/KIRBY'S DREAM LAND			
3	11 MONTHS	Δ	NINTENDO/SUPER MARIO LAND			
4	2 MONTHS	∇	NINTENDO/YDSHI'S COOKIE			
5	7 MONTHS	Δ	LJN/NBR ALL STAR CHALLENGE 2			
6	3 MONTHS	∇	NINTENDO/TETRIS			
7	2 MONTHS	Δ	NINTENDO/BASEBALL			
8	1 MONTH	-	SPECTRUM HOLOBYTE/WORDTRIS			
9	1 MONTH	-	NINTENDO/RACING SET			
10	4 MONTHS	∇	KONAMI/TINY TOON ADVENTURES			

	GRME GEAR				
1	6 MONTHS	ONTHS - SEGA/SONIC THE HEDGEHOG 2			
2	2 MONTHS	Δ	SEGA/LAND OF ILLUSION		
3	S MONTHS	∇	SEGR/TAZ-MANIA		
4	2 MONTHS	Δ	U.S. COLD/OUTRUN EUROPA		
5	5 MONTHS	∇	SEGA/STREETS OF RAGE		
6	1 MONTH	-	VIRGIN/SUPER OFF-ROAD		
7	2 MONTHS	-	TENGEN/PRINCE OF PERSIA		
8	2 MONTHS	-	SEGR/DEFENDERS OF THE ORSIS		
9	2 MONTHS	▽	SEGA/VAMPIRE, MASTER OF THE DARKNESS		
10	1 MONTH	-	SEGA/BRTMAN RETURNS		

# Babbage's America's Software Headquarters

The information below is provided by Babbage's and is current as of JUNE 15, 1993.

# HIP AND HOT. SUPER NES















REAL DEAL SOFFI WITH WITH WITH Vegas Stakes from Nintendo.

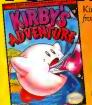




# A HEATWAVE OF SAVINGS HITS!

Softwar. Etc. pack a izgling selection figaming title into a real deal of a group of the selection of gaming title into a real deal of gaming title into a real deal

# NINTENDO FUN TRIP



Kirby's Adventure from Nintendo.

SOFF WITH

# REALLY TAKE OFF ON GAME GEAR!



Vampire: Master Of Darkness from Sega.





GENESIS X-TRA SAVINGS







REAL DEAL



# **TOP TEN** "STAND STILL" ANIMATION

Everyone wants to get to the action but the latest trend is to leave your character alone and see what they do when they're just standing still. From the first original toe-tap to the multisequences of today, these characters have come a long way and are really developing their own attitudes.









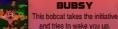
# **OLAF THE STOUT** A nasty little habbit makes a

hilaroius change of pace.



SPOT Don't try to rub these guys out, they are too cute and too cool.





**CONGO'S RPE** Not excatly appropriate



This mischief maker does many antics like this snack time.



# **CHUCK ROCK** A prehistoric reaction from this unlikely hero.

# BUSTER

He rocks to the beat with his youthful attitude.

# TAZ-MANIA

This wild beast rants and raves when he gets bored.

ROCKY Rocky feels left out standing

# alone and bursts into tears.

SONIC The original toe-tapper has set the trend from the beginning.

# READER'

Is there no stopping Street Fighter 2 mania? Just when you thought it would strart to lose popularity and climb down the ladder, the new version is released and strengthens its hold on number one. It could be a long time before any game can kick it off the mountain.



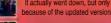






# STREET FIGHTER 2 TE/SNES Its first showing but its bound to be here for a while.





# MORTAL KOMBAT/SNES The bloody battling games stays

hot on the heels of SF2. MORTAL KOMBRT/GENESIS The gory fighting game holds on

# under its Super NES counterpart SONIC 2/GENESIS

Sega's character holds its own in the sea of fighting games!



# **AXELAY/SNES**

One of the top shooters of all time isn't going down that easily.

# **CONTRR 3/SNES**

The classic cart is here to stay holding a respectable spot.

# FLASHBACK / GENESIS

The cinema cart hangs tough due to its smooth animation.

# STARFOX/SNES

Can the FX wonder work its way up the chart?

## TNMT 4/SNES

At the bottom of the list, the turtles still manage to hang on.

# Please Note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When You Read This, Prototypes Are In Red.







Capcom's STREET FIGHTER 2 TURBO



great softs! Capcom showed off their prized Street Fighter 2 Turbo and totally blew us away. This game is even better than the first cart! Other strong titles included Aero from Sunsoft and Super Mario All-Stars from the big 'N.' Don't forget Mega Man X and Aladdin!

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
RERO THE ACROBAT / SNES	2	1	-
SUPER MARIO ALL STARS / SNES	3	1	-
MEGA MAN X / SNES	4	1	-
T.M.N.T. TOURNAMENT FIGHTER / SNES	5	1	-
SUPER EMPIRE STRIKES BACK / SNES	6	1	-
JUNGLE BOOK / GENESIS	7	1	-
SILPHEED / SEGR CO	8	5	$\nabla$
ALADDIN / GENESIS	9	1	-
REBEL ASSAULT / SEGA CD	10	1	-

The EGM Editors' Top Ten is Based On the Personal Preferences of the Review Crew and is Not Based On Any Type of Babbage's Sales Info

# **REGISTER YOUR**

WITH ELECTRO

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

0-740-779

Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today! After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

- 1. SNES / CONTRA 3
- 2. SNES / STREET FIGHTER 2 CE TURBO
- 3. SNES / SUPER MARIO ALL STARS

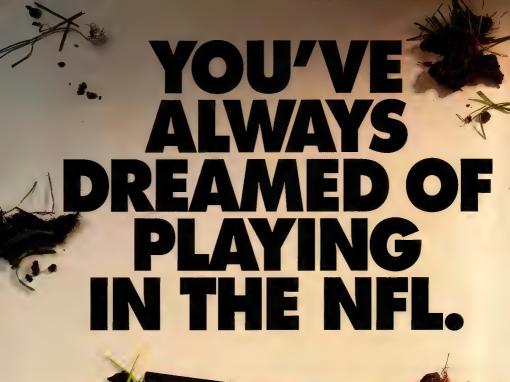
ONLY 99¢ PER MINUTE!!

- 4. SNES / STREET FIGHTER 2
- 5. SNES / SUPER STAR WARS
- 6. SNES / SPACE MEGAFORCE
- 7. SNES / OUT OF THIS WORLD
- 8. SNES / BATMAN RETURNS
- 9. SNES / ZELDA 3
- 10. SNES / FINAL FIGHT 2
- 11. SNES / MORTAL KOMBAT
- 12. SNES / STARFOX
- 13. SNES / SUPER TECMO NBA B-BALL
- 14. SNES / TINY TOONS ADVENTURES
- 15. SNES / BUBSY
- 16. SNES / CYBERNATOR

- 17. GENESIS / SONIC THE HEDGEHOG 2
- 18. GENESIS / X-MEN
- 19. GENESIS / STREET FIGHTER 2 CE
- 20. GENESIS / JURASSIC PARK
- 21. GENESIS / MORTAL KOMBAT
- 22. GENESIS / ALIEN 3
- 23. GENESIS / FLASHBACK
- 24. GENESIS / BLOODLINES
- 25. GENESIS / ROAD RASH 2
- 26. GENESIS / TERMINATOR
- 27. GENESIS / STREETS OF RAGE 2
- 28. SEGA CD / CD SONIC
- 29. SEGA CD / NIGHT TRAP
- 30. SEGA CD / BATMAN RETURNS
- 31, SEGA CD / WONDER DOG
- 32, SEGA CD / MONTANA FOOTBALL CD

- 33, DUO / GATE OF THUNDER
- 34, DUO / STREET FIGHTER 2 CE
- 35. DUO / LORDS OF THUNDER
- 36, NEO-GEO / WORLD HEROES 2
- 37. NEO•GEO / VIEWPOINT
- 38. NES / SUPER TECMO BOWL
- 39, NES / TURTLES 3
- 40, NES / SUPER MARIO 3
- 41. NES / YOSHI
- 42. NES / MEGA MAN 5
- 43. GAMEBOY / SUPER MARIO LAND 2
- 44. GAMEBOY / METROID 2
- 45. GAMEBOY / MEGA MAN 2
- 46, GAMEBOY / DR. MARIO
- 47. LYNX / NFL FOOTBALL
- 48. LYNX / SHADOW OF THE BEAST

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through August 31, 1993.







Wake up and smell the locker room. Konami has sealed your multi-million dollar contract with NFL™ Football for the Super NESS

# High step with the best when you run with the pros.

Find yourself in an arena of giant hulksters running, stiff arming, spinning, bursting, diving and basically trying to rip each other's heads off. In the heat of battle, a fumble could lead to a 60 yard TD run. The running game here is second to none. You can also gain yardage with intricate and challenging passing plays. Master each move with the precision of a pro whether you decide to go Across the Middle in heavy traffic or run a Post Pattern long.



# Stop runaway freight trains with your bare hands.

Commanding the action takes all six buttons on the Super NES controller. Use them to harness the power of these speeding walls of steel. Each athlete moves with smooth accuracy digitized from actual human

movement. So with great agility they will carve a tunnel in your torso.



# Mode 7. More exposure than the swimsuit issue.

You'll have plenty of camera exposure in the only football game to fully harness the Mode 7 power of your Super NES. The radar Mode 7 coverage zooms in at just the right moment so you don't miss a single bone-crushing play. Not your run-of-the-mill cheap visual thrill.



# Fly with official NFL teams and colors.

You own all 28 pro teams armored with their official team colors. Play in the authentic stadiums where the gridiron greats battle. Go from the artificial turf and glaring lights of the Dome to the frozen tundra of Cleveland

outdoors. Snow and mud get worse as the game goes on till you're wishing stickem was legal again.



# You make the call.

Grab the controls, make it happen Execute your strategy using two playbooks - one standard NFL. the other geared to each team's trademarks. The exclusive Artificial Intelligence feature helps determine the most devastating course of action depending on field position, down, yards-to-go, time remaining, quarter and score. Call your audibles and show the opposition how it goes. Stick a fork in 'em, they're done!



# SCORE BIG OR STAY HOME.

Win a trip for 2 to Pro Bowl '94 in Hawaii! Check the September, 1993, Vol. 52 issue of magazine for the password that gets you into the special contest level. See game package for details.





# TELLING SPEEK

...Sonic CD Update...Bandai Debuts Portable Super Famicom...Hudson Hardware Gets New Name...
...New Baseball Game On the Horizon...Konami To Pack Lethal Enforcers With Gun...Bubsy 2 In Production..

Whaddaya say, boys and girls, the bold and beautiful Q-Mann has appeared once more to tantalize your curiosity with the latest and greatest dirt from video gaming's most sordid underside. Yours truly has been making the rounds this month, going Tokyo to Chicago and back again to get the inside word on the hottest new developments from hardware to softs. So sit back, relax, and soak in the inside word - I guarantee the nougat will fly...

...Let's dive in on the soft side with a Sonic CD update! The buzz on this game has reached horiflying proportions, but from the early protos I got my hands on during the Tokyo Toy Show, this game looks to live up to any expectations the white shirts of Sega may think you have! The game is absolutely huge, with a cool time traveling theme and new characters. There's no Sister Sonic to be seen, but the blue boy does have a new admirer named Amy (filling the Tales role from part two). Look for Sega to punch in with this 70+ level monster in September in Japan and a little later in the U.S...Got my hands on Virtua Racing at the same show and it is FASTI Great movement, although the landscape was not quite as active as the coin-op and the copy I played was devoid of opposing racers...

...Looking forward to the 3DO, or maybe the Jag? Dig on this piece! Bandai has created a portable Super Famicom console! There's no price or release date on this hunk of hardware, but the Q-Mann did give it a spin recently and the color LCD screen is truly awesome! Add in hard-wired controls and you've got a fantastic machine that Nintendo will probably never approve (and, consequently, never see the light of day)...Rumor of the Month: Capcom has buried a secret code in the P.C. Engine version of Street Fighter 2-Champion Edition that beefs it up to Turbo mode! Who's going to be the first to find this five-star gem?...

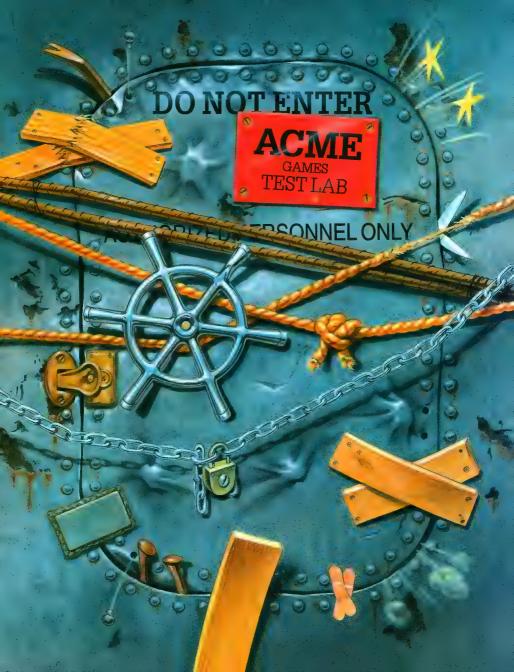
...Hudson's hardware heads are putting the finishing touches on their upcoming unit, now being called the Iron Man, for release later this year. Nob-X overheard that this 32-Bitter is being outfitted with a new disc access system to eliminate the down-time plaguing other Hudson consoles...O.K., o.K., so my buds at Sega are telling me that they didn't know about the SF2 thing. Well, we won't quibble. Anyway, the "enhancements" that Capcom so generously described to the head ed for the last issue turns out to be the Turbo Edition. So, Nintendo fans get the game in July and Sega lands it in September. The Nintendo rev is much, much better - blowing away the original by a mile!

...Look for a revolutionary new 16-Bit baseball game to hit the stands sometime next year. This multi-angled beauty is rumored to have some of the hottest visuals the world has ever seen! EA, you ask? No, no, no. It's from the other sports game company...Is it just me or is the resolution to the Star Trek: TNG cliffhanger pretty apparent? Hugh-Borg smashes Lore-Borg and saves the universe! Pretty simple, eh?...

...Konami, long-known for their introduction of new peripherals packaged with software (which the world never sees again), has announced to yours truly that their gotta-have shoot-out, Lethal Enforcers, will be bundled with a six-shooter of its own! Konami claims that the Super Scope can't handle the heat of LE, but personally, I think they're looking for something to do with all the plastic left-over from melting down unsold copies of that old voice-activated thing...The Bubsy 2 design team is already rumored to be hard at work at a seque!! With a TV show and other licensing doo-dads on the way, Accolade's gotta deliver the cool cat in some more goods...The Quarter-fiend has discovered that T\*HQ, long known for their jolly good licenses, has pulled down the rights to the upcoming Fox animated series, Operation: Aliens...Rum-or has it that the big boys from the Toy Headquarters are also looking into rights for The Shadow, based on the movie now in production...

...Even though Super Mario Bros. arrived in theaters DOA, that hasn't stopped producers from starting Double Dragon: The Movie (starring Robert Patrick of T2) and Street Fighter 2: The Movie (a \$20 mil projected headed up by Hollywood honcho Ed Pressman)...Martin tells me that Mortal Kombat 2 is at an arcade somewhere around the EGM offices in Lombard. I'm catching a plane to test this out - look for the full report next issue. Until then, try not to play with your twinkies...

- QUARTERMANN







# **MORE 3DO SUPPORT**

The 3DO Interactive Multiplayer will be showing up as soon as September 1993, and it represents the latest in state-of-the-art, cutting edge technology that will stand apart from other high-resolution audio/video products in today's market! It will retail for about \$700.

Like any home system, the 3DO Interactive Multiplayer attaches to your home television and stereo system - and will be particularly effective with stereo surround equipment.

So far five companies have joined on as partners of this technologies: Matsushita, AT&T, Time Warner, MCA, and Electronic Arts.

Boasting performance 50 times greater than anything on the market, the 3DO system can process an average of 50 million pixels per second, where a 16-Bit system can only process one million pixels of animation per second. And where 16-Bit systems have 256 on-screen colors, the 3DO system has 16 million colors with 640 by 480 pixel resolution!

The applications for this new system aren't limited to entertainment only. It can also be used for education, information applications and many other uses.

The system is also fully compatible



In this corner the Panasonic 3DO Interactive Multiplayer.



Electronic Arts will offer Road Rash: Blood of the Couriers.

with existing video CDs, photo CDs and audio CDs.

One of the more interesting aspects of this system, entertainment-wise, is in the area of motion pictures. Instead of passively watching a movie, you can actually take part in the action with this system, playing (seemingly) a real character in real situations! Flight simulation is also given new meaning, as Dynamix will be doing a version of Aces Over Europe. These are a few of the things to look forward to.

Panasonic used to be the only company developing a home 3DO system, however, Sanyo is also developing a system of their own. The competition in this field is already starting!



...and in this corner the Sanyo 3DO! The competition is starting!



The 3-D space epic Shock Wave by Electronic Arts is also coming!



The breakthrough arcade classic Dragon's Lair by ReadySoft, Inc.



Classical music fans will find CPU Bach of great interest.



Yes, there is even something for chess fans - BattleChess fans!

# JAGUAR, PORTABLE SUPER FAMICOM & WONDERMEGA

# NEW FROM ATARI: THE JAGUAR

As the competition between home video game systems intensifies, one veteran is planning to re-enter the contest and come out the winner with one of the biggest and innovative systems yet!

One of the most popular names in the home video game industry, Atari, is poised to release its latest home entertainment system, the Atari Jaguar. The Jaguar system will have have more than 16 million colors with 24-Bit color graphics to give a true 3-D effect. It uses the Atari-designed 64-Bit RISC processor as well as a Digital Signal Processor for the audio. The latter provides 16-Bit CD stereo quality sound. The system is intended to retail for \$200 and will include a ten-key pad controller, and also a game.

Both champions of the current home video game scene, the Super Nintendo and Sega Genesis each are 16-Bit. The high-powered Neo• Geo home game system is 24-Bit.

Fans of old Atari games like Battlezone and Tempest to name a few, will have a blast from the past with updated versions renamed Battlezone 2000 and Tempest 2000 for the Jaguar. Other new titles include Jaguar Formula One Racing, Cybermorph and Alien vs. Predator. There are plans to include third party publishers in the future.

As for the unit itself, playing games is only the beginning: there will be a 32-Bit expansion port which can be connected to telephone and cable networks! It will also be able to play compact discs.

According to publicity information,



The Portable Super Famicom: The Home Entertainment Terminal!

"The Atari Jaguar system will revolutionize the state of home entertainment as we see it today," Sam Tramiel, president of Atari said. "The idea of a 64-Bit system is earth shattering and kids and adults will be amazed at both the imagery and manipulative capabilities."

# A PORTABLE SUPER FAMICOM?

Super Famicom will soon enter the world of portable systems - and not just with popular GameBoy system translations of popular 8-Bit and 16-Bit titles!

Recently Bandai unveiled a portable Super Famicom called the Home Entertainment Terminal (HET). The unit has a built-in 4-inch color LCD, and comes with a built-in TV tuner. The unit is also said to be connectable to several peripherals including a video printer, modem, fax, CD-ROM drive and others. There is no release date or price as of yet.

# JVC'S WONDERMEGA 2

Priced ¥20,000(\$181) less than



JVC's Wondermega 2 is priced lower than the first Wondermega.

the first unit, JVC's Wondermega 2 will soon hit the stores in Japan. This modified peripheral of the earlier version has some new and interesting features - most notably the new six-button controller. The Wondermega is essentially a Mega Drive and Mega-CD (the Japanese versions of the Sega Genesis and Sega CD systems) locked together in one unit. It will be priced at ¥59,000 (\$543 at the current rate of exchange). Another notable difference is the design: the Wondermega 2 has a manual pop-up CD cover and eliminates the MIDI feature. However, the first Wondermega will still be kept around, as it had an MIDI feature.

The Wondermega 2 also utilizes cordless units. There is a wireless controller which also serves as a remote control unit! It can control the



The old Wondermega system will remain available in Japan.

# SEGA TO RELEASE HOME VIRTUAL REALITY SYSTEM

# THE SEGA VR:

THE LATEST

After making a big splash with the Sega CD, Sega is taking gamers to the next level with the Sega VR.

Set for a Christmas release, this peripheral is designed like a helmet (called HMD for Head Mounted Display), completely enclosing your eyes and ears for the ultimate gaming experience.

Instead of a limited aspect ratio for viewing games (the television set's aspect ratio is 1.33:1), the VR covers (seemingly) 360 degrees, so you can't escape the action! Earphones are also included on the unit for stereo sound.

The Sega VR doesn't need a television set, but it does operate directly with the Genesis system.



The Sega VR system provides the ultimate gaming experience.

# THE GAMES

The first games for the Sega VR will be available at the time of the system's release - Christmas in '93. Here is a look at some of these games, all of which are 16-Meg.

OUTLAW RACING: Battle 20 other cars on several tracks in this

360-degree Intense driving game! Smash into walls, crash into other drivers, flip your car into a smashing roll, and do anything to cross the finish line ahead of your opponents! The onscreen display allows you to check your fuel, heading, altitude, and a map allows you to check your course.

IRON HAMMER: Engage in interplanetary warfare in this intense 3-D



**IRON HAMMER** 

flight simulator that puts you in the cockpit of a heavily armed Skimmer gunship. Your mission: search and destroy the enemy over 30 warzones - all of them hostile! Check the enemy's whereabouts using the onscreen radar, line him up in your crosshairs, and blow him to pieces!

The combat takes place during daylight hours that slowly turn darker with the onset of nightfall. The combat zones themselves are also challenging: There



**OUTLAW RACING** 

are rocky terrains for a rough ride, grassy plains, ice zones to slip and



# **NUCLEAR RUSH**

slide on, even water zones! Don't worry: you aren't alone - you have a co-pilot who talks to you in perfectly

digitized speech. Sewer Shark fans will probably feel right at home!

MATRIX RUNNER: As an elite superhacker, you must enter the Matrix to solve a murder. In this cyberspace voyage, journey across bizarre landscapes to find

your killer, finding clues and not becoming the next victim! NUCLEAR RUSH: It is after a



# MATRIX RUNNER

nuclear war and nuclear waste is a valued commodity - as valuable as gold. You play a nuclear pirate flying

an armed hovercraft through several dangerous wastelands! The waste is armed by robot drones who will destroy anyone that attempts to steal the stuff. Three levels of wasted areas await.





LICENSED BY Mintend

The battle of fate has begun

Fatal Fury is here, and only Taxara brings home all the passes of the smash coin-op arcade megahit. Experience heart-pounding Streetfighting action for the Super Kintendo Entertainment System, Battle against Cruel and vicious enemies to be crowned King.

Blazing fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is hoge and igning skills, for each villain is huse and dangerous. Choose from among three fighting heroes—each with his own injure style of fighting. Use firsts and feet to defeat all fees but beware— agonies necessabled. reet to defeat all foes but beware. - enemies possess hidden powers that defy the force of Nature itself. Witness their terrible might as they transferm themselves burling energy blasts, burling energy blasts, burling themselves are turning the entire hodies into human torches! And even as you pound them one but one warfoot. Bonies into numer torchest And ever you pound them one by one, waising and watching is the Big Boss himself— the strongest and meanest foe of all

The barne is joined on a journey through the me in streets of Southtown. Fight hard streets on ight on the beach, or as driving an douds your sight at the Chinese
Temple Superb animation and horizontal scrolling reyeal new areas of the chaflenge, as attack after attack is met and mastered.

Attack after attack is met and mastered.

Realistic chalacters, multiple action moves, special skills, all this combined with lightning special to experience of the computer or another player head-to-head, secone the King of Fighters?

# Video Game Division

230 Fifth Avenue, Stife 1201-6, New York, NY 10001 Tel: (212) 1212, Fax: (212) 689 6889

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nere to buy Bomberman 93" call 310-337 6916) Bomberman 93 is a trademark of Hudson Sc

Son.

# Sonic the Hedgehog\*

Welcome back arcade afficionadosl if you, like many of us, have become slightly disillusioned with the arcade scene of late, then we here at EGM have just the ticket!

Let's face it, there are now tons of shooters in arcades everywhere, not to mention a gazillion (whatever the heck that is!) fighting and sports games on the arcade scene! Enter the Sonic the Hedgehog Arcade Game by Sega. In this arcade translation of the mega-popular home



Try to break the power source on the front of this strange, mechanized boss.

game, we are provided with some of the most unusual, yet intense game play to make its way to any video game system, whether it be a home or arcade machine!



\*Tentative title.

# · HOW IT RATES ·

Yes, yes, YES!!! Every now and then a game comes along that shatters your perception of what a good video game should be... and this, my friends, is one of those games!

There is really not enough good inings that we can say about this game. The graphics-let's just say you've gotta see 'em to believe em. The game play is absolutely the best (the most fun I've had all yearl). The three-player option is also a great feature! The trackball works really well for play control.

Do yourself a favor and try this bne out! Way to go Segn

Overall:

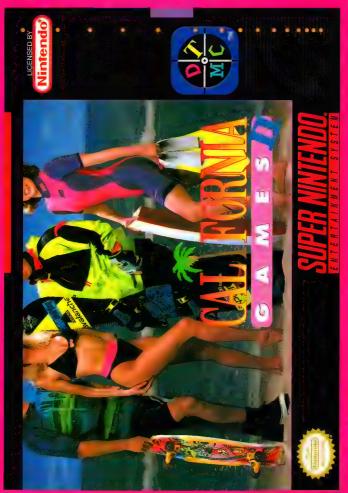


The darling of the Summer CES! Sonic sports some of the coolest graphics and overall game play in an arcade game! Way cool!



AMERICAN AMUSEMENT MACHINE ASSOCIATION

# STALLY RADICAL







Bodyboarding



Hang Gliding



Skateboarding



Jet Surfing

Snowboarding Ullimate Challenge ongratulation TO OUT

Winners

**Erik Herman** 

Bodyboarding Ed Inglesby

Larry Hlavacek Hang Gliding



Huge rocks, whirlwinds and metallic gears will make life interesting for Sonic!

Where do we start in trying to describe a game like this? Well, we'll begin with the graphics. Needless to say, they are really superb. The game is presented in a kind of three-dimensional overhead angle reminiscent of games like Marble Madness by Atari and Viewpoint for the Neo-Geo. The graphics in Sonic are totally flawless!

The second thing of importance is the trackball controller. The trackball serves its purpose with flying colors! The response is really good. The only problem with this method of control is that it's quite a



Dr. Robotnik is up to his evil tricks again! It's up to Sonic and company to stop him.

workout for your forearms! Along with the trackball, you are provided with a button which is used primarily for making the characters execute a spinning jump. This jump can be used to attack as well as to avoid enemies. It seems as though Sega purposely kept the controls simple to afford the player more of a chance to enjoy the game. A very smart move.

Sonic and his buddies Ray and Mighty are hilarious to watch. For example, if they are being chased by



This huge vise will crush Sonic and Ray unless they break the bars in time!

something, they glance over their shoulders with a look of utter concern. They can cross chasms by swinging on chains, being shot out of catapults, and jumping onto a swinging trapeze! In one scene, they are swept under ice by a strong cur-



Beware of the robotic centipede in the sandtrap level; he's one tough hombre!

rent and transported into a large ice cave complete with huge falling icicles and large sliding ice blocks.

To help the whole experience along, the gamer is also provided with some awesome music and sound effects. Hilarious cinemas featuring an ever-maddening Dr.



You must be quick with the trackball in order to escape the sandy whirlwinds.

Robotnik add some comic relief to the proceedings!

The levels are long and numerous. Sonic goes everywhere from a scorching desert complete with whirling sandstorms to a series of



Sonic and friends use some innovative moves to get to where they need to go!

cliffs high above Dr. Robotnik's domain. You can even score extra points by picking up the gold rings that litter your path and are hidden in different places.

The players are provided with life meters at the bottom of the very large 52-inch screen. If you are hit, your life will decrease accordingly. If you are killed, you have the option of 'buying in' to continue play.



Sonic must run on a treadmill to work the steel gate before the lava gets him!

To see how good a video game can be (and to put an ear-to-ear smile on your face) give this one a shot! You'll be



# "...THE FASTEST PRODUCTION CAR IN THE WORLD..."

-THE GUINNESS BOOK OF RECORDS 1993





GRAB A BUDDY AND JOCKEY FOR THE CHECKERED FLAG AS "TEAM JAGUAR"—
INCREDIBLE SPLIT-SCREEN 2-PLAYER VIRTUAL-RACING ACTION AT 200+ MPH.



AFTER EACH RACE ON THE CIRCUIT, USE YOUR EARNINGS TO MEND YOUR WOUNDS-FROM BODY REPAIRS TO A FRESH SET OF TREADS TO A NEW TRANSMISSION.



STRAP A SADDLE ON 542 HORSES AND RIDE THIS SILVER ROCKET TO 213 MPH.

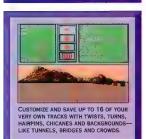
IT'S THE ONLY ROAD BEAST ON THE GLOBE THAT CAN BE CALLED "FASTEST IN THE WORLD."

SO KEEP YOUR LOTUS, FERRARI AND PORSCHE IN THE GARAGE...JAGUAR XJ220 HAS ARRIVED.





OUTBACK EVEN SNOW JORS IN THE ALPS



"THE TRACKS ARE LADEN WITH HAIR RAISING HAIRPIN TURNS, KILLER CORKSCREWS AND STRAIGHTAWAYS SO FAST THE RED AND BLUE SAFETY TIRES SMEAR INTO PURPLE HAZE..."









Blaze demonstrates her new Side Kick Attack. Skate delivers a Head Butt and Elbow Smash Combo.





Skate's Migraine Attack is a major headache for these punks. Use the Corkscrew Attack on the bikers lurking around the corner.



Blaze's deadly Kikousho Attack can even the odds. Look for power-ups and weapons inside the trash can and other canisters.



If Skate's Double Side Kick doesn't put out that fire, try the Migraine Attack. Axel goes on a rampage when he gets his hands on weapons like the lead pipe.



M E T O T H E N E X T L E V E L







Axel's Grand Uppercut is the key to reaching Mr. X. Vanquish your foe once and for all with the Dragon Smash.



Skate, Blaze and Axel of Streets of Rage" 2 have all their tricks from the Genesis" version, plus a completely new maneuver. Good thing, too. Cuz if they're going to bring peace back to the streets, they're going to have to go through Mr. X. And he's not feeling very neighborly.



# THE FILLS IN CREATED IN

# The Diagnosis Is...

Hello again, folks, welcome to another session with the Game Doctor. Make yourself comfortable, read the back issues on the coffee table, and we'll take you one at a time.

We're officially finishing off the Game Doc Envelope Art Contest here in EGM. After all, EGM has its own envelope art gallery each issue, so a second section is redundant. Thanks to everyone who contributed!

Q: I recently read about the Sega Channel in the June issue of EGM. I was wondering if, in order to receive the channel, would my cable company have to subscribe to it?

> Jason Clinton Portage, PA

A: There's obviously plenty of interest in Sega's new game delivery system. First off, there are actually two deals in the works. One is an AT&T project that intends to include point-topoint game play and may involve Sega software, but Sega's leaving the talking to AT&T on that one.

The Sega Channel is a co-venture involving Sega/TCI/Time-Warner. Sega has even established an independent company to run this channel which, for the foreseeable future, will enable subscribers to play whatever games are available that month, much as you watch movies on HBO and, yes, your cable service will have to sign up for you to play on the Sega Channel.



You'll be able to play many of Sega's classic games on their cable channel.

# LETTER • OF • THE • MONTH

Q: What does it mean when a game is called a sleeper? It sounds like the kind of game that would bore you to death, but it's always used in the context of a really cool game.

Tim Yanalunas W. Bloomfield, MI A: A "sleeper" in any entertainment medium refers to a product which appears without special fanfare or a major advertising push but which, because of its innate appeal, becomes a popular success. So, yes, sleepers refer to cool, yet modest, games.

Q: The June EGM stated that Nintendo was planning to bring SFII Turbo CE to the Super NES, with 20 to 24 megabits of memory.

How can a system that runs on a 16-Bit processor read or display games that are over 20 or 24 megabits?

> Esteban Frenk Cuernavaca, Mexico



20+ megabit games like SF2 TCE can be played on 16-Bit systems.

A: The fact that a system uses an 8-Bit or 16-Bit or 64-Bit processor doesn't refer to the number of megabits it can run from any program. A 16-Bit processor is simply able to take 16-Bit "bites" of a program at once—or twice as much as an 8-Bit system. Having a bigger mouth enables a 16-Bit machine to process information more efficiently—one Bit is quicker than two.

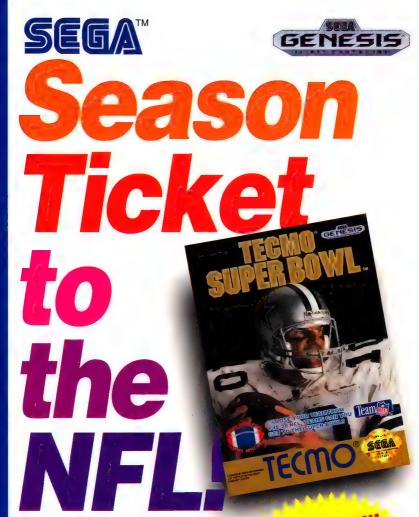
There's also the matter of data compression, one of the most significant developments in computer technology. With compression/ decompression techniques, large amounts of data can be squeezed down (i.e., compressed), then returned to normal size (decompressed) after it's been processed. Today, compression can be done "on the fly," while you're actually playing the game. This allows developers to fit more data into the same amount of space.

Remember to send those Qs to: Game Doc (EGM) 330 S Decatur, Ste. 152, Las Vegas, NV 89107.



# TECM





In November of 1991 Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.

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# COMING SOON!

Tecmo Super Bowl for the Sega Genesis System is coming this football season to most video game retail stores, Please contact your favorite video game store for the exact date and your personal game reservation.



Tecmo Super Bowl for the Super Nintendo Entertainment System is coming this football season to most video game retail stores. Please contact your favorite video game store for the exact date and your personal game reservation.





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# INTERNATIONAL NEWS

# By Terry Aki

Greetings gamers. I've got the latest news from Japan. After recently going to the Tokyo Toy Show with Nob-X, I was surprised to see all the cool stuff. It was tough to see everything there, but I managed to. The Tokyo Toy Show, by the way, started on June third, and lasted through the fifth.

The best kept secret of the show was definitely the portable Super Famicom. Hidden away, it was quite remarkable.

Of course Nintendo wasn't there, as they like to hold their own at the August show. That wasn't to say that the licensees weren't at the show.

Sega dominated the entire show, shadowing even the mighty NEC and Hudson. Mega CDs could be found at nearly every booth.

And of course, video gamebased toys were in great plentitude. Goodbye paycheck! Overall a good show, and I hope you like what I've found. It's here first, thanks to me.



# **SEGA OF JAPAN**

# PHANTASY STAR IV

# MEGA DRIVE

16 MEG

CARTRIDGE

As Sega tries to finish the next Phantasy Star adventure, we at EGM have followed their progress, eagerly trying to get the latest info for you.

Recently finished are the battle scenes in which the backgrounds are intricately detailed. More monsters have been completed, and the quality of animation has been improved further.

The progress has been going quite well, and it won't be too long before the Japanese version comes out. Then we have to wait for the American translation, which, hopefully won't take too long. The Phantasy Star series has always been a favorite, and this one looks like it could be the best Sega RPG ever!



These weird worms from the first Phantasy Star are back.



The locusts are even nastier than before in Phantasy Star IV!

# PARTIAL MAP OF THE FIRST TOWN



#### SONIC'S DAD!

Here's a bit of trivia about Sonic 2's stage select cheat (open the option menu, play music selections 19, 65, 09, and 17, return to the title screen and press A and Start together). (Sorry Trickman!) These numbers identify a certain date, September 17, 1965. This happens to be the birthday of Yuji Naka, the brilliant Sega game producer responsible for Sonic 1, 2 and the upcoming 3.

While we're on the subject of Sonic, Sister Sonic, the RPG that was under development by Sega Falcom, will be delayed. Originally, Sega Falcom intend-



Poor Sonic won't have his sister in her own game for a while.

ed to develop Falcom's PC Popful Mail RPG with an entirely new cast of characters as Sister Sonic.

However, when word leaked out, fans of Popful Mail demanded that it be released on the Mega CD in its original form.
Faced with a deluge of angry letters, Sega Falcom decided that they should do exactly what the fans demanded. So, sorry folks, Sister Sonic appears to be a back-burner project.

Still, it shows what a large group of gamers can do to influence the companies. So what we've lost in an RPG, we won in showing the companies that we care about the games we play. Pretty nifty, huh?

#### **SEGA OF JAPAN**

#### **SONIC & TAILS GG**

GAME GEAR

4 MFG

CARTRIDGE

The continuing adventures of the world's fastest hedgehog make a lightning quick return to the Game Gear. Unlike previous versions of Sonic the Hedgehog for Sega's portable, this time you can play as the cuddly Tails.

When you hear the word "portable," you often think of a sized-down game. Not true in this case. Sonic and Tails GG has as much adventure as the previous Genesis versions, and maybe even more. The graphics are outstanding, and a whole complement of secret areas to find make Sonic and Tails GG one of the better action games for your portable. So if you like Sonic and his buddy, you are in for a real treat. Things look bright. It could come here very soon.



Take to the looping track for a rip-roaring trip through the zone.



Hit the springboard and try to get to the monitor for points.



#### FRTAL FURY 2 AND STREET FIGHTER 2 ON CD!

Caught your attention? Good! And I'm not even lying to you. There are such things, in fact, I have a few myself. These aren't the type of CDs that you can play games with, rather you can listen to them. The more popular games have their soundtracks put on the CD format. A few I've recently seen are half a dozen versions of the Street Fighter music, a pumpin' soundtrack to Konami's Contra series, and of course Yuzo Koshiro's Bare Knuckles 1 & 2. Actraiser, and Super Adventure Island.



My personal favorite is Fatal Fury 2.
I highly recommend it.

There are arranged versions of the music, often containing real instruments. These are a far cry from the music normally found in



The inspired music of Dragon Quest has an adventurous theme.

video games.

If you can get your hands on these, you won't be disappointed. The music's out there. All you have to do is look. These are terrific tunes.

#### **SEGA OF JAPAN**

#### **BURNING FISTS**

MEGA-CD

CD

CD-ROM

It looks like the Mega-CD is getting some top-notch fighting games this month. One of the better ones I've seen is Burning Fists. This fighting CD has a host of combatants who are armed with a barrage of special

moves. Aside from being your average fightling game, Burning Fists has terrific CD sound and music. Burning Fists is on its way. Be prepared!



The ninja has a quick attack that stuns his opponents. He is very powerful.

The many characters you use have different skills and abilities. Learn them!



#### **JALECO OF JAPAN**

#### **SUPER BASES LOADED 2**

SUPER FAMICOM

12 MEG

CARTRIDGE

One of the most impressive baseball games I've seen at the Tokyo Toy Show was Super Bases Loaded 2 for the Super Famicorn. It puts to use the Mode 7 scaling, thus putting you right in the middle of the action. Everything that happens during the game, from the fielding to the intermissions, uses incredible special effects.

If a game looks cool, that's all fine and dandy, but this one also plays very well. Playability is what counts, and Super Bases Loaded 2 really shines.

The odds are very likely that this one will come to America, and if it does, I highly recommend it. Armchair athletes won't be able to put this one down, or anyone else who likes baseball.



Zoom into the outfield to really catch the action of this cart.



Here is your typical batting scene. Note the fine detail.



The players even scale in at the intermissions between innings!



Yet another vantage point to put you right into the game.

### FROM STARFOX TO SOFTFOX!

Once again, the video game craze has swept Japan. The latest forms of the many products coming out there include a number of stuffed caricatures of the popular pilots from the game StarFox. For a measly 29,500 Yen ( roughly \$200), you can have all four of the adorable critters. But, at that price, who needs them? Surely something for the man who has it all.

Other hot new items include a mechanical Mario and Yoshi that run around. They are made of hard plastic, and eat a lot of bat-



Fox McCloud and the rest of the bunch are softer than ever.

teries. Yoshi's eyes glow a strange red, making us wonder if he really will eat Mario someday. Still, these are just a few of the latest novelties, and there are plenty more on the way. Like



Looks like Yoshi's a bit possessed. It's still a neat toy to have.

we've seen with the Street Fighter 2 items available, there's probably a lot of things we haven't viewed yet. As usual, more next month.

#### **SEGA OF JAPAN**

#### MCDONALD'S TREASURELAND

MEGA DRIVE 8 MEG CA

Move over Mic and Mac!
Ronald McDonald is taking matters into his own hands in the latest of the McDonald's video games. With game play and graphics similar to Mario, this game is a sure hit. Graphic cinemas and a cartoony quest make this one stand out. It's a terrific game, and just think: it's not as fattening as the burgers.



The pumpkin boss is one of the first adversaries you meet. Carve him!

#### MICRONET OF JAPAN

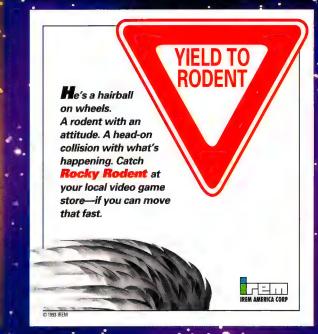
#### BATTLE FANTASY

MEGA-CD CD CARTRIDGE

As fighting games increase in popularity, we begin to see variations on the common theme. One interesting game is called Battle Fantasy. Containing a huge cast of deadly opponents, you take hold of a brave warrior. For those of you who need special moves, this CD masterpiece has plenty. With a little luck, this one could come here.



The beastile beings you fight take more than one hit to put away.



#### SEGR'S NEW PICO COM-PUTER FOR KIDS.

In late June, Sega of Japan launched Pico, a computer for kids. Attractively finished in a bright vellow plastic case with bold red and blue accents. Pico folds out like a notebook computer, However, it doesn't have a screen - it has to be hooked up to a TV. Pico uses special software shaped like books that slide into the upright section of the unit. When the pages of the book are turned, the video image on the TV also changes. The front part is a pressure sensitive pad that comes with a pen-



Don't you wish you had one of these when you were a kid?

shaped stylus. Using the the stylus, characters contained in the book can be made to run, jump and do all sorts of other things. As Pico is intended for kids aged 3 to 6, the software is designed with education in mind. Kids can learn how to draw and color, do simple arithmetic and learn basic reading skills with their favorite TV cartoon characters like Doraemon, Four titles will be released together with the 16,000 Yen (about \$140). Besides Sega, other book software is said to be in preparation by Bandai, ASCII and other licensees. Pico should be making its way to the States in April, 1994. It should be an easier way of learning. Now don't you feel like you were jipped as a kid?

#### SEGA OF AMERICA

#### COLUMNS III

#### MEGA DRIVE

#### 2 MEG

#### CARTRIDGE

In pursuit to create the next "Tetris," Sega of Japan has improved upon their popular game Columns for great results.

First off, you will see the graphics have improved tremendously, and secondly, up to five players can compete at once. Imagine the intensity and fun of five friends taking out their frustrations on one another! It's great; if you love action puzzlers, this hits the mark.



Seeing five players in action is almost as fun as playing Columns 3.

If you want, you don't need the fiveplayer adapter to play a twoplayer game.



#### **SEGA OF JAPAN**

#### **WONDERBOY IV**

#### **MEGA DRIVE**

#### UNK. MEG

#### CARTRIDGE

Great games never die, they make sequels. Wonderboy IV is the colorful return of one of Sega's more popular characters. The mostly side-scrolling action is enhanced over the previous Wonderboy games in almost every way. The playability has been tweaked to near perfection, and the animation is smooth as silk. If you like games similar to Mario, the latest Wonderboy will suit you fine.



Check out the graphics! The Mega Drive has never looked so good!

The dungeons are dangerous, but don't worry, you have a friend on your side.



#### **SEGA OF JAPAN**

#### **AX 101**

#### MEGA-CD

C

#### CD-ROM

The latest flying game for the Mega-CD is going to blow you away. Entitled AX 107, you control a swift fighter capable of freeing the world from the grip of a tyrannical presence.

From a graphical standpoint, this game is superior to anything we've ever seen before, and the audio is equally great. If you have some way of playing Mega-CD games, this is one you have to play! In one word: awesome!



Terrific cinemas help guide the riveting game play. Extremely well done.

Fly quickly down into the city, and blast anything that moves in your way.



#### NICE DO ... NOT!

The latest craze to afflict the video game populous is hair, err. here. It seems that some creative individuals have taken it upon themselves to create hair styles based on their favorite cartoon and video game characters. These people go way beyond simply coloring their hair. In fact, they've cut, shaved, and combed to shape the features of their favorite characters. The most popular seem to be Sega's Sonic the Hedgehog, and his adorable buddy Tails. Others, like the Tazmanian Devil, are also prevalent.

How would you like to have a



What would you do if you found a Tails on the back of your head?

Sonic right on the back of your head? To most people this idea sounds a bit too exotic, but you never know, it could catch on. Imagine what your parents



This motley group show off their latest creations. Pretty funky!

would say if they caught you with hair like this. I'd rather not think about it. What next? Plastic Surgery? Naaaaah...

# VIC TOKAL OF JAPAN TROUBLE SHOOTER 2

MEGA DRIVE UNK. MEG CARTRIDGE

One thing you don't see a lot of is a video game with a girl as the main character. Over the years one of the better ones called Trouble Shooter entered the market. This intense shooter has spawned a sequel that is as fast as the first, maybe more so!

Even though the main character is a girl, this game is not for wimps. Great shooter.



The things you shoot range from the non-penetrating, to the easily mushed.

# SEGA/COMPILE OF JAPAN GG ALESTE II

GAME GEAR | 2 MEG | CARTRIDGE

Anyone who likes shooters will more than likely dig the Aleste series. It's almost a given. How does it translate onto the portable format? Very well, in fact this versatile sequel has more special effects than the original game! It's the best portable shooter around. The power-ups and intensity rival no one. Shooter fans, I hope it comes to the States, for your sake!



This game is totally rad! It's not only fast, but really difficult!



1993 IREM

#### MORE NEWS ON THE GRME SCHOOLS...

Since so many readers wanted to know more about the game schools, I've acquired some more information, particularly on the the latest one, HAL.

One of the more respected computer education designers, HAL, recently reached an agreement with Nintendo to set up four- and two-year programs to groom future generations of video game creators. The curriculum for these programs will include basic programming, hands-on software development on Nintendo developer systems,



HAL: the place of higher learning, and the future of video games.

and even extend to multimedia studies on CD-ROM. As the big 'N' is behind these new programs, it's likely the graduates will find work with Nintendo and their licensees. (Of course grades will be taken into consideration!) Besides the Nintendo sanctioned HAL, there are several other game designer schools most of which are run by software producers. The most notable of such game schools include those of Enix, Hudson and Human, It's too bad that all these schools can only accept Japanese, or people who are fluent in the language.

I hope this sheds a little more light on the subject. I'll try to get more info, but no promises. Until next time... TAITO OF JAPAN

#### TAITO SUPER BASEBALL

SUPER FAMICOM

12 MEG

CARTRIDGE

The national pastime around the world seems to be for the most part, baseball. Already we have seen nearly countless incarnations of the sport on the video game format. Now companies can improve upon the common theme. This is one of those games. The graphics are well done, and it gives the impression of being in a real stadium. People who like this sort of game will most likely enjoy it.



Step up to bat and prepare to slug the ball out of the park. Oh the happiness!

The fielding game is pretty intense, especially when you complete a double play.



#### **KONAMI OF JAPAN**

#### **VAMPIRE KILLER: DRACULA X**

SUPER CD-ROM

CD

CD-RON

The terrors of Castlevania return. The undead minions of the Count have sprung up in the towns, and are hunting the villagers once more. Most unusual is the fact that this game is on the Super CD-ROM system. That means great graphics and an orchestrated soundtrack. Like the previous Vampire Killers (Castle-



vanias) this is an action-packed journey through the country that nobody goes to. Undead beasts will suck you dry if you let them. Fight with your whip, dagger, and almighty cross in this haunting CD.



Hell beasts like this one can be a major pain in the neck.



Skeletal creatures are just one of the few things you are up against.



Oh no! Those nasty two-headed monsters are in this game too!



Try to keep your head up while fighting the mutant minotaurs.

# GO HARMRE MITH YOUR SNES



He's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for Rocky Rodent!



Super Nintendo



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- \* TOURNAMENT MANIA: WIN THE CHAMPIONSHIP BELT!

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#### INTERPLAY SUPER NES

#### THE LOST VIKINGS

# LEVEL PASSWORDS

Here is every password for The Lost Vikings. At the title screen, move to the Password Option and press START. Put in any one of these passwords and you will be transported to that level. This is great for people who want to start where they left off!

02 - GR8T 03 - TLPT

04 - GRND 05 - LLM0

06 - FLOT 07 - TRSS 08 - PRHS

09 - CVRN 10 - BBLS

11 - VLCN

Put in the password of your choice under this option.

12 - QCKS

13 - PHR0 14 - C1R0

15 - SPKS 16 - JMNN

17 - TTRS 18 - JLLY

19 - PLNG 20 - BTRY

21 - JNKR 22 - CBLT

23 - HOPP

24 - SMRT 25 - V8TR

26 - NFL8

27 - WKYY 28 - CMB0

29 - 8BLL

30 - TRDR 31 - FNTM

32 - WRLR 33 - TRPD

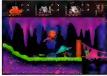
34 - TFFF 35 - FRGT

36 - 4RN4

Greg Colton Deerfield, IL



You will be transported to the level that you choose.



Every level will challenge you with its obstacles and puzzles.

#### ACCOLADE

#### BUBSY



#### SUPER NES

#### CHAPTER PASSWORDS

Here is a great list of chapter passwords for that wonderful game starring Bubsy! At the title screen. press SELECT. Move to the Password entry and press SELECT again. Now enter the password of your choice, press SELECT and then START.

On the title screen, move

down to the Password Option.

Chapter 01: JSSCTS Chapter 02: CKBGMM Chapter 03: SCTWMN Chapter 04: MKBRLN

Chapter 05: LBLNRD Chapter 06: JMDKRK Chapter 07: STGRTN

Chapter 08: SBBSHC Chapter 09: DBKRRB Chapter 10: MSFCTS

Chapter 11: KMGRBS Chapter 12: SLJMBG Chapter 13: TGRTVN Chapter 14: CCLDSL

Chapter 15: BTCLMB

Mike Ross Sharon, MA



At the title screen, press SELECT for the Code screen.





Enter these passwords to access any level you want.



# Just Don't Smile When They Say You're Grounded...



Act like it's a punishment. Keep your cool as you make it to your room. Then grab the latest in hand-held video game excitement from Hudson Soft! Explore a demon-filled fortress in Milon's Secret Castle. Fight off dinosaur invaders in Bonk's Adventure or explore a world of magic and imagination in Felix the Cat! Any one of our titles are guaranteed to transport you to realms of wonder and adventure! So don't worry about it, we won't tell if you won't



Hudsen Soft USA, Inc. 400 Oyster Point Bivd. Suite-51% South San Francisco, CA 94080 Nintende

#### BATMAN RETURNS

#### SEGA CD

#### **LEVEL SKIP**

First, go to the options screen. There, you must highlight the Game Type option and move it to "Driving." Next, hold the control pad to the LEFT and press the B button. Move the pad down to Difficulty, hold the pad LEFT and press the B button. Do this all the way down through number 7 on the Options screen. Once you reach the last option on

the bottom, repeat the procedure all the way back up to the Game Type Option. After you do the procedure on this option, you will hear a ringing noise which means the trick worked. Now, change any option as normal and go into the game. When the game starts, press START and then C to skip levels!

Dennis Bonomini Woodridge, IL



Do the trick on the Options screen and begin the game.





Pause the game and then press C to skip levels.



#### KONAMI SUPER NES

#### **BATMAN RETURNS**

#### INCREASE TO 9 CONTINUES

This game can get difficult at times and you may need something to help you out. This great trick will let you gain an extra six continues instead of the normal 3 for a total of 9 continues! To do this, you must first go to the title screen, move down to Options and press START. When you are in the Option mode, take controller 2 and press these

buttons in this order: UP, X, LEFT, Y, DOWN, B, RIGHT, A, UP, X. After you do this, you will hear a ringing sound which indicates that the trick worked. Now, when you are in the game and happen to be defeated, the Game Over screen will come up with a continue option that has been increased to 9! Defeat The Penguin and his minions!



Go down to the Options selection and press START.





Do the trick on the Option mode to get 9 continues.



#### KONAMI

#### **BATMAN RETURNS**

#### NINTENDO

#### LEVEL PASSWORDS

These passwords are for getting through all of the stages in Batman Returns for the NES. With these passwords, you will also be virtually invincible, although you can still die from falling off of the roof. Get to the boss and win!

1-1: 1995 14 BBBB 51 1-2: 1996 14 BBBB 61 2-1: 1997 14 BBBB 71 2-2: 1998 14 BBBB 81 3-3: 199X 14 BBBB 16 4-1: 199D 14 BBBB 15 4-2: 199Y 14 BBBB 14 4-3: 199X 14 BBBB 13 5-1: 199X 14 BBBB 86 6-1: 1992 14 BBBB 66

6-2: 1993 14 BBBB 64

2-3: 1999 14 BBBB 19

3-1: 199! 14 BBBB 18

3-2: 199B 14 BBBB 17

Richard Jojola Rio Rancho, New Mexico



Move down to the Password Option and press START.





Enter these passwords for higher levels and invincibility.





Whoever says blowing bubbles isn't mach fur is full of hot sir! "Bubble Bobble" is back with double the trouble and twice the pop. This bubble bursting adventure is available for the Nintendo and Game Boy systems, both leaving you gasping for air.

Your two light hearted buddies, Bub and Bob, will be waiting for you to bop around and belch some bubbles amid some high flying action. You'll need to lighten your load and even hold your breath because this air raising adventure will be no breeze. Time to blow







#### VIRGIN

#### **CHUCK ROCK**



GENESIS

#### **LEVEL SKIP**

Skip any level in Chuck Rock for the Genesis with this great new trick! At the title screen (while the band is playing), press these buttons in this order: A, B, RIGHT, A, C, A, DOWN, B, RIGHT, A. After you do this, press and hold buttons A, B, and C and press the START button. While you are in the starting level, press UP while holding the A button. This will

advance you to the next level. If you do this within each level, you will warp all the way to the very last stage and then you will be able to fight the last boss by pressing RIGHT and button A at the same time. This will give you the advantage to win the game!

> Curtis J. Hepworth Ogden, Utah



At the title screen, do the trick with the pad and buttons.





After you start your game, you will be able to skip levels.



TECMO

#### FIRE 'N ICE



#### NINTENDO

#### PLAY HIDDEN LEVELS

Here is a great code that appears after completing Round 10-10 and beating the last boss. If you let the Nintendo keep running after "The End" screen. this incredible code will appear. At the title screen, press and hold the SELECT button and then press the B button 10 times. After you do this, a screen will appear that tells you that you can play

the hidden levels (11-1 to 15-10)! Next, a round select screen will appear and you will be able to choose from any round in the higher levels. There is also a sound select option so you can hear any of the great tunes of the game! Get ready for more challenging puzzle action with this code!

> **Danny Watkins** Bluefield, VA



On the title screen, do the trick to see a new screen.



You now have access to a brand new set of levels!





GENESIS

### ROLO TO THE RESCUE

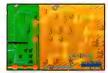


#### **SPECIAL OPTIONS SCREEN**

On the title screen hold DIAGONALLY UP-LEFT on the pad with buttons A and C. Keep holding all of these and press the Reset button. When the title screen appears again, let go of everything and press B. A new Options screen will appear allowing you to open the map, get infinite lives, invincibility, etc.

Curtis J. Hepworth Ogden, Utah





#### SEGA

#### LIGHTENING FORCE



#### GENESIS

#### **FULL POWER-UP CODE**



This awesome trick will give you full weapons to insure destruction of your enemies. First, pause the game during play, and do this code with the pad and buttons on controller 1: UP, RIGHT, A, DOWN, RIGHT, A. C. LEFT, UP. B, and UP. Now press the START button and you can use any weapon!





# Freakin' Awesome



With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turrican™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature Dolby Surround Sound™, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

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For your Super NES & NES systems.



JVC

#### **JAGUAR XJ220**

SEGA CD

#### **BYPASS RACES**

Now you can bypass up to 12 of the races in this high speed game. First, go to the menu and move down to the Options. When you are in Options, highlight the box with the 1 and the name at the upper-left hand corner. Press a button to access the Name Entry screen. Erase the current name and put the new name. MAR in place of it. After

this, go back to the menu and choose the World Tour option. Pick the country that you want to race in. When you are starting in the race, wait until the lights turn green and then pause the game. Now press A. B. and C at the same time. You will be able to qualify and win the races this way!

> **Rvan Ward** Dayton, OH



Go to the Options screen and put in your name as MAR.



In the World Tour, you can qualify and end the race!





SEGA

#### AFTERBURNER III

#### SEGA CD

#### **GET THROUGH LEVELS EASIER**

Here is a way to get through this game with greater ease than normal. At the title screen, choose the Options and while you are in this screen, put the View mode on "Cockpit" and the Rolling mode on "Free." Now, take off in your plane and throw your Afterburners on to the limit of their capacity. Also, turn your plane to a 45 degree angle and just fly this way

with your guns blasting away. You will be going so fast, barely anything can touch you. You will still get hit, and sometimes even blown up, but the stages will pass by quickly and much easier than before. When you have to go straight, just quickly move up and down to avoid shots. When someone is on your tail, do 180 degree turns to avoid them.



Set the options and fly at a 45 degree angle in the game.



You will get through the stages and reach the carrier!





CAPCOM

#### STREET FIGHTER II



#### SUPER NES

#### **GAME GENIE CODE**

This is a great code that will give Ken and Ryu a "Champion Edition" type Dragon punch, a low Hurricane Kick, Slow Fireballs with the Jab button and (no delay) fast Fireballs with the Fierce button, plus an air move code!

> 3BAE - DD00 EEA6 - 0760 EEE2 - D761

**B9A0 - DD60** B1A4 - 6707





#### CAPCOM

#### STREET FIGHTER II



#### SUPER NES

#### **GAME GENIE CODE**

Here is another great code for Ken and Ryu that will make their Dragon Punches disappear and reappear about 2 to 3 inches forward. This combined with air moves and (no delay) slow and fast Fireballs makes a great code for those fans who just can't get enough!

31A4 - 6707 **B9A0 - DD60** 5BAE - DD60







T.T.I.

#### SHADOW OF THE BEAST

DUO

INVINCIBILITY

At the title screen of the game, just press these buttons in this exact order: II, I, I, II. Now, in the upper left-hand corner of the screen, the health points should have changed to 99. When you start the game, your health will surprisingly read 12 again, but don't worry; if you get hit by an object or enemy, vour health will not decrease.





#### VIRGIN

**COOL SPOT** 

**GENESIS** LEVEL SKIP

In any level of the game, press the START button to pause the game and then do this code with controller 1: A, B, C, B, A, C, A, B, C, B, A, C. After this is done, you will hear a tone which indicates that the trick has worked. Immediately afterwards. you will see the "Level Completed" screen. Soon thereafter, you will advance to the next level!





TRADEWEST

#### BATTLETOADS

GENESIS

WARP TO LEVEL 3

This great trick that was originally in the Nintendo version of Battletoads is also in the new Genesis version! To do this trick. you must be very quick! The trick is actually easier with two players so try this method with a friend using the second pad to control the other toad. In the beginning of the first level, Battletoad Butt (headbutt) the two pigs that appear,

and then quickly run over to the first platform on the right. Jump onto the platform and there will be a glowing warp. Move into the warp and you will get a screen that tells you that you can advance 2 levels! Make sure that you are quick enough with this trick, or the warp will disappear!

> Joseph J. Courter Prospect Park, NJ



Battletoad Butt the first two pigs that appear in the level.



Run to the right and jump on the platform to catch the warp.





T.T.J. DUO

#### SHOCKMAN

RECHARGE YOUR POWER

If your power happens to get low in this game, just do this great method to gain it back. Press the RUN button to pause the game, and then hold LEFT on the pad and press buttons I. II. and SELECT simultaneously and repeatedly until your energy bar gets full. This will greatly help in the game!

**Dantes Reves** Cornelius, OR





#### TRICKMAN'S GETTING MARRIED!

Our Trickman Terry went out and popped the question to his girlfriend last month! Surprisingly enough, she accepted! And that's even after she saw what he looked like! Seriously, we all are happy for Terry and Tina and want to have you join in the celebration. What do you think the bride and groom look like? Draw their pictures on your trick envelope and the winner will win the game of his/her choice in addition to having the artwork published here in the Tricks section!

As always, send us your awesome tricks! If we use them, you'll be immortalized in the pages of EGM and get a game for your favorite system\*! What are you waiting for? Send your gaming goodies to: Tricks of the Trade, Sendai, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.





Two olling whunder for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

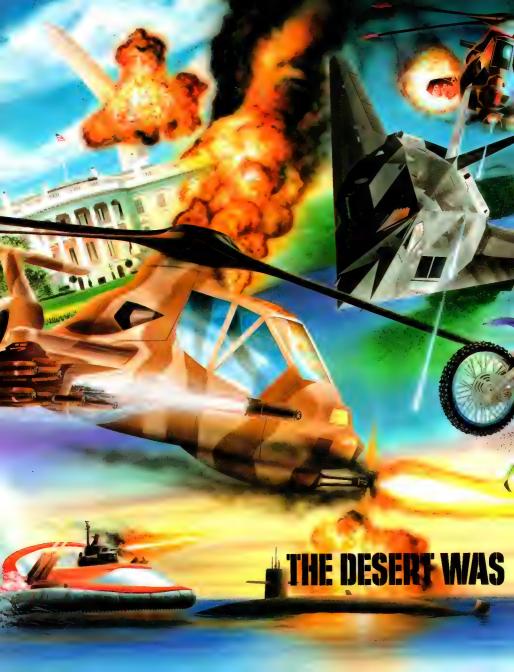
- To hard-core levels!
- Tag action packed meas!
- nasty new weapons!
- Intense hidden areas!
- Password support!



nemcc The Game Creator™



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# Sonic Joins the Digital Revolution

Since his inception, Sonic the Hedgehog has enjoyed an unprecedented run of success with Sega. And in his new game, entitled simply, "Sonic CD," Sonic will surely ascend to even greater heights in his illustrious career.

The game is slated for a September release in Japan, and will hit American shores soon thereafter.

For the most part, Sonic CD is still shrouded in secrecy, but *EGM* managed to pry the lid off the case.

Probably the best thing about Sonic CD is that Sega's programmers have taken full advantage of the extra storage capacity of a compact disc. Sonic CD is three to four times larger than the previous two installments in the Sonic

series

The game features seven rounds at ten stages per round. For you math whizzes out there, that means there will be more than seventy levels plus bonus rounds!

Furthermore, players will be treated to elaborate cinema screens at the beginning and end of the

game. Players of Sonic CD won't be interrupted in the middle of a game, however. Because it's an action game, the programmers didn't want to

interrupt game play

between each round.

Because of the massive storage capacity of a CD, Sega programmers were able to significantly beefup the story lines.

Sonic enthusiasts will remember that the story line for the first and second installments of Sonic's games were set on distant islands. The first game took place on South Side Island and Sonic 2 took place on West Side Island.

Sonic CD uses an entire planet and then some for the game setting. The Sonic CD plot opens with a

small earth-like planet that moves closer to Earth as an annual occurrence.

Although the Little Planet is at first a peace-loving place, Dr. Robotnik recognizes the possibilities from controlling the planet and

promptly takes it over.

It's up to Sonic to once again thwart the evil intentions of the mad doctor. After turning the Little Planet into his own private fortress, Dr. Robotnik chains the planet to the Earth. Sonic must go to the planet and face the Doctor on his own turf. "And how does Sonic get there?" you ask. What else, he runs on the chain

Everyone's favorite blue hedgehog will also be teamed up with a new character- Amy Rose.

> Nicknamed Rosy the Rascal, she's a Tarot card-reading, futurepredicting accomplice who tags along after Sonic (a la Tails).

Amy is infatuated with Sonic; in fact she believes it is her destiny to be Sonic's girlfriend, but he's just not interested.

As for other characters in the game, Tails makes a brief appearance. but does not have a starring role. Other characters will also make cameo appearances including Mecha

Sonic

from

Sonic

in Sonic CD, the
Blue Blur must face
more dangerous enemies than
ever before. Metal Sonic is a much
more technologically advanced,
upgraded model of Mecha Sonic
(sort of like Terminator and T2).
Unlike the first two installments,

required to go back in time or forward to the future, but if you do, it will alter the outcome of the game.

According to Sega, the time travel idea existed since the original Sonic game but immense memory was needed, and only CD-ROM could do it.

The game has so much depth, in fact, that players can conquer the

"Probably the best thing about Sonic CD is that Sega's programmers have taken full advantage of the extra storage capacity on a compact disc. Sonic CD is three to four times larger than the previous installments in the Sonic series."

where Sonic encountered Robotnik at the end of every stage, Sonic will now face a whole slew of different bosses.

The bosses will be under Robotnik's control, so fans can expect Sonic will be facing mechanized terrors of some sort.

To combat these frightful adversaries, Sonic has been upgraded himself.

He will be faster than ever before and once a certain speed is reached he can, get this, move forward or backward in time.

Sonic won't be able to time travel until he collects a certain number of power-ups. But once he's ready to go back to the past or go forward to the future, he'll start glowing. Once he hits this mode, Sonic can choose what level he will transport to.

Although Sega didn't reveal precisely why Sonic has to time travel, they did say that it is not required.

Sonic has to go back in time to change something that happened so the future will change. It's not game in a number of different ways.

If it sounds confusing, don't worry, everything will make sense once you play the game.

Sega said they retained the basic look from earlier Sonic titles, although Sonic will be more animated.

Unlike Sonic I and II, there are no Chaos Emeralds, but something similar will take their place.

To keep the basic flavor of Sonic but also inject fresh ideas, Sega placed the head of the development team from Sonic I and II in an advisory capacity.

Other artists from the earlier Sonic titles who are now
working on Sonic CD include the
artist who drew Sonic in the
original Sonic and the
creator who brought
Tails to life in
Sonic II.



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-Super NES



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-Super NES

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Genesis

Sega

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16-Meg's of fast and furious combat using four fully-armed weapons of war

-Genesis



The great

graphics,

detail, and

Cool Spot a

MUST for

any library

-Genesis

music makes

Sunsoft has been working hard to expand their video game lineup. The following four pages represent what Sunsoft has been up to in the past year.

Let's begin with Aero the Acro-bat. This spunky little character has become Sunsoft's mascot. This game will be available for both the Sega Genesis and the Super Nintendo but the pictures shown on the right are from the Genesis version. Aero the Acro•Bat takes place in a circus that was sabotaged by an evil industrialist named Edgar Ektor, Aero must disarm the sieged attractions while also thrilling the audience. It's a must-see game for action fans everywhere!

Sunsoft has acquired the license to produce the Neo-Geo fighting game, World Heroes, for the Super Nintendo. This 16-Mea fighting game takes eight of the best known warriors of time and puts them in a fighting match for supremacy. With tons of secret moves and combos. World Heroes is sure to be a hit!

Disney's Beauty & the Beast will become an industry first as Sunsoft appeals to both boys and girls with two separate games. Roar of the Beast is an action game for boys while Belle's Quest is an adventure geared more toward girls. Sunsoft will even merchandise the two games together in a "Family Edition" that will contain both games. It looks like a great year for Sunsoft!



#### RIG FUN UNDER THE BIG TOP!

Edgar Ektor, an evil industrialist, has sabotaged the circus where Aero the Acro•Bat thrills audiences with his high-flying antics. Aero's

#### Aero the Acro Bat on Super NES!

Super NES owners will have a chance to save the circus from Edgar Ektor. This version features the same highflying antics as the Genesis version. but features bonus stages like this one where Aero must fly through rings and safely land in a pool of water below.



After that. splash into the pool for a

really big

finish!



Fly within

the rings

to receive

big points

each time

you clear.

arm the sabotaged attractions. This flamboyant character visits levels like a crazy amusement park and an old museum in search of Edgar Ektor. The following two-page preview is from the Sega Genesis version. The Super NES version is still in the final stages.

mission is to travel around and dis-

#### Lots of things for Aero to do!



mazes and







Aero's job isn't easy! The circus is filled with complex passageways. Aero can use cannons and







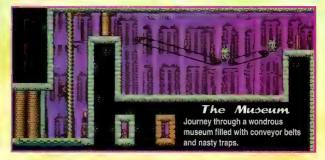












# Caraus

Aero the Acro-Bat begins his adventure in the circus where he performs his incredible tricks. Aero must perform certain tasks in this stage's 5 areas. In Act 1, search the level for blue beams and jump on them three times to eliminate them. In Act 2, Aerial, a female Acrobat, has been locked in a cage. Find the key and release her. Acts 3, 4, and 5 require Aero to jump through hoops and platforms. Then face the mischievous clowns as they juggle bowling pins at you!







The Funpark just hasn't been the same since Edgar Ektor seized control of it! This level features many familiar amusement park rides and attractions. The objectives in this level are similar to the first, with a few interesting additions. Ride a roller coaster in Act 2 where you can collect many power-ups. In Act 4, hop on a fast ride called the Rotor. It takes quick skill to dodge the beams, then battle Mr. Bubbles!





# Woods

The adventure doesn't stop here! The woods are crawling with Edgar's henchmen. Aero will be taking part in some really strange events this time. With all the thrill of bungee jumping, even Aero the Acro-Bat can't resist. Take a dive to collect points and even some extra lives! Other strange things include rolling down a hill in a barrel and sliding down a waterfall ladened with razor-sharp spikes and other nasty surprises.









Eigh tough warriors stand ready to fight for

the Earth.



Play a HOUR SELECT

normal game or compete in the wicked Death Matches!

Learn the special attacks of each character to gain the winning advantage.



Take on an opponent in the Death Match to settle the score once and for all!

#### THE CHALLENGE AWAITS!

Eight invincible fighters travel through time and circle the globe to prove who is the mightiest of all. This incredible translation for the Super Nintendo features all the special attacks, killer combos, not to mention your favorite characters!

After choosing a fighter, go oneon-one with seven other warriors to ultimately meet up with the mysterious warrior. Geegus, If that's not enough, you and an opponent can play in the awesome Death Match where there are no rules and the only one to leave is the winner.



Each character has many special attacks. Fists are flyin' whenever Dragon fights!







#### GASTON LIVES ON.

The wonderful tale of Beauty & The Beast continues on the Genesis in two separate games from Sunsoft. Belle's Quest will appeal to girls in an intellectual adventure that combines puzzles and thrilling action. Belle must solve problems that will lead her to her father's whereabouts.

Roar of the Beast will thrill boys with intensity and adventure. The Beast must battle the dangers that lurk outside the castle. Learn the true test of courage in the final confrontation with Gaston.









#### THE HERO OF THE COSMOS!

Duck Dodgers is on a mission to claim five planets in the name of Earth. What superbeing could handle such a challenge? None other than Duck Dodgers and his trusty sidekick, Porky Pig!

In this Super NES adventure,
Daffy must seek out cosmic space
ambassadors that have been kidnapped by Marvin the Martian. His
journey will take him across martian
landscapes, pleasure resorts, and
even to the deepest depths of the
sea. Collect money to purchase new
weapons and items!

















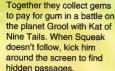


# RABBIT RAMYAGE

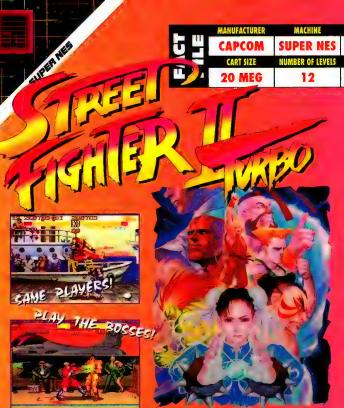
#### WHAT'S UP DOC?

Rabbit Rampage for the Super NES recalls the familiar cartoon in which a lunatic animator is out to get Bugs Bunny. He'll find himself painted into many hare-raising situations! Face archrivals like Elmer Fudd and Yosemite Sam in this 12-Meg action game. The animation is so realistic, you'll wonder if it's a cartoon or not!





This comical game for the Genesis stars a young boy named Bubble and a blue, alien friend named Squeak.



# WORLD WARRIOR SUPERBOUTS!!

100%

**FIGHTING** 

After last year's phenomenal record-setting sales, you can't help but wonder how Capcom could possibly outdo themselves by coming out with a better game than Street Fighter 2.

They didn't just go for the Champion Edition, they went all out with the Turbo Edition that has a speed-adjust setting and also a Normal mode which is really the Champion Edition. So what you're getting is really two awesome fighting games in one!

Not only is the speed updated but the moves and all the characters are pumped up as well. The graphics are the most colorful of any video game with much better music and sound. All the arcade animations have been fully restored including the missing barrel bonus round.

Get set for the hottest update to date with the year's top fighting game!

#### 3 BONUS ROUNDS!



#### AWESOME VS. MODE!

Play in your own tournament or just see who could win the most games!



THE IPLAYER M. E. B.	HIM LOSS	PECONDS 2PLAYER M. L. B.	
0000		000	
8 8 8		0000	
. 0 6	TOTAL	081	

RECORDS

#### DO THE MID-AIR MOVES!

Do special motion or charge in the air & pull out awesome air attacks!





#### RED FIREBALL GUTCH!

SF2 Turbo is so close to the arcade, the random red fireball even shows.





150 pounds

Biotokan Karati

WEIGHT:

FIGHTING STYLE



Ryu is the strongest all-around fighter. He has improved his attack by speeding up his fireball to corner you.







# "ATTACK ME IF YOU DARE, I WILL CRUSH YOU!"

Ken is a very arrogant fighter who loves to show off. His frenzied Dragon Punch attacks can finish others off.





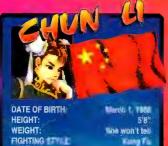


# "CAN'T YOU DO BETTER THAN THAT?" For a big guy, E.

For a big guy, E. Honda has frightening quickness to complement his size and strength. Beware of his Sumo Smash maneuver.







#### "I AM THE STRONGEST WOMAN IN THE WORLD!"

The smallest of the bunch, Chun Li packs a mean wailop with her aerial kicking attacks and her new fireball.







#### "SEEING YOU IN **ACTION IS A JOKE!"**

Blanka is one of the quickest and most agile fighters. By his appearance, it's easy to tell he can inflict heavy damage on opponents.



"MY STRENGTH IS MUCH GREATER THAN YOURS." Zangief is a former competitor for the **Russian Wrestling** Federation who seeks opponents to



HEIGHT: WEIGHT FIGHTING TITLE

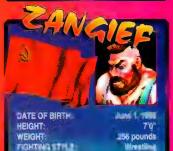
6'5" ale pounds









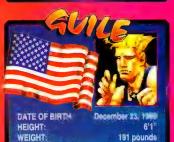




#### "ARE YOU MAN ENOUGH TO FIGHT WITH ME?"

An ex-member of the Special Forces, Guile uses a military fighting style comprised of heavy blows and holds.





"I WILL MEDITATE AND THEN DESTROY YOU."

Dhalsim has great control of mind and body. He is able to extend his limbs for long range attacks. He can also spit flames toward you.



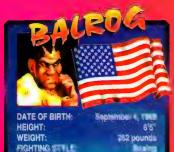


HEIGHT: WEIGHT FIGHTING TO THE

FIGHTING '

5'10" 107 pounds

Caselal Farget





A boxer, Balrog launches heavy-hitting punches with incredible speed and strength.





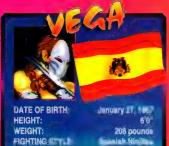


#### "YOU ARE NOT A WARRIOR, YOU ARE A BEGINNER."

Like Ken and Ryu, Sagat can also launch fireballs which could be set up followed by a Tiger Uppercut!







"HANDSOME FIGHTES."
Vega is probably
the quickest warrior
you will face with
lightning fast reflexes and surprising
strength as he
bodyslams easily.







Hokoo

FIGHTING STORE

#### "GET LOST. YOU CAN'T COMPARE WITH MY POWERS."

This master of evil has a powerful psychic ability, allowing him to hurl himself at inferior opponents.





### MODERATE **OCTOBER** % COMPLETE ACTION 40%



ere is a peek at ie of the levels the upcoming lega Man 6! As U can see, mo

layout is very imiliar to those me earlier versons with vert and horizon lai scrolling •wever, some ints of the levhis are clearly signed so that amust use the





#### NEW POWERS FOR MEGA MARK

Man can now fly and become incredibly power-Il JET gives a momentary lift: a meter will appear new energy meter. When you use the Jet, the meter will no down at all them out of use, so use it sparingly recharges when not in us





#### MORE POWER THAN EVER BEFORE

The other new power for Mega Man is the ability to secome incredibly strong! This is named POW to Power! In this state, he can smash boxes, turn over items, and set off the times platform bombs, with more on the sides

#### AND, OF COURSE, NORMAL MODE:

coes the traditional moves veteran players will recognize the man stiding and shooting, plus charging up his weapon for a super short















#### LE LEVEL AND SUB DOCK DIVE AND SURFACE

Slip and slide your way through this level that takes you underground to a sub dock! The sub bobs up and down so watch for low cellings and mines in the water Gunners on deck will shoot at you so hit ism fire!



#### 

These mines born nurt and help you: On onof they serve as platforms you can jump on a cross dangerous areas. However, when you amp on them, the timer starts counting dow and it will explode, so you better get off inany! Some have triggers on the sides, it



#### RITIND SIX

...In this cornor, that lovable little
and the cornor is a serior and a serior
the cornor is a serior in a serior
the cornor is a serior in a serior
the cornor is a serior and a serior
cornor is a serior in a serior
oran in a serior
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Place a mention of the control of th

#### THE TALE OF THE RUSABLE WAS BURNISH THEM?



distributions of the second of



1-1 DNS 1 PASSIVER:
20 can still absorb the
cowers of a defeated boPress START to access
our obtlons and Rush to
bog! There is also the transpassword feature so you
on first motive time.



#### MIDDLE STREET VEIGH, BUTWING DIVERSO SWEETING STRONG



a cablaze to exablaze to nying enemand Don't fall to them offers at the away all our energy





#### THE LUTHER HORSE PARTIES.







This riffle thing is his more a looking but you man your more to term on your POW option, and fifth on the side. It will dak into the take of oil! Then jump on it. However, it will only move when you jump and will only go in the direction you are facing! If you try and cross these takes of oil without in things as on the oil will be set affire by a look of the property of the oil will be set affire by a look of the property of the oil will be set affire by a look of the oil will be set affire by

# MORE IN STORE FOR MEGA MAN: CONSTRUCTION ZONE

#### SUPER NES: MEGA MAN X



Yes, it's truel Mega Man is making the jump to 16-Bit systems! However, the story has nothing to do with the NES line! In Mega Man X, you play as one of two RoboPolice out to hunt down and destroy renegade RoboPolice! These "RoboJunkers" were once humans who were altered to robotic form!



#### GAMEBOY: MEGA MAN 4



Soon joining its three portable predecessors will be Mega Man 4! After Mega Man 3 for GameBoy, what could be next? Find out this fall when Mega Man takes on a horde of new mechanical menaces out to do him in!











Last year's Disney film continued its magic on video game systems coming this fall or winter.

Take part in a wondrous tale of adventure as Disney's Aladdin slashes his scimitar against hordes of thieves, skeletons, palace guards, giant scorpions, and more! In this hair-raising adventure, Disney's Aladdin sets off in search of the Scarab, journeys through the Cave of Wonders, finds the Genie's Lamp,

and pulls off a daring prison escape! Now he must defeat the evil Jafar to win the hand of the beautiful Princess Jasmine!

This cart has been recreated with graphics created by Disney's animators. The scenes and characters are taken straight from the movie, including the Genie, Jafar, Rajah, Jasmine, and the Magic Carpetl





# STRATEGIC THINKING. KILLER INSTINCTS.



The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a

shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen. Mechwarrior. One of the most original games ever developed.

It's the year 3027.

Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lance. Pursue every lead.

Track them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great

strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to



Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action. Use the practice mode and

save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets It's Mechwarzian.



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- · Your player's name immortalized as a star player on a Mutant League Hockey team
- The very first copy of Mutant League Hockey (by Christmas)
- A Mutant League Football personalized jersey and baseball cap

#### 25 FIRST PRIZES:

 Mutant League Football jersey personalized with the winner's last name on the back

#### 50 SECOND PRIZES:

Mutant League Football baseball cap

All entries must be received by November 1, 1993, EGM or Electronic Arts are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by December 1, 1993. Prizes are not transferable. Illegible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendal Publishing Group, Inc. or Electronic Arts and their affiliates are ineligible to enter. Electronic Arts and Sendal Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Electronic Arts or Sendal Publishing Group, Inc. for any promotional or advertising purposes without further compensation.

MUTANT	LEAGUE	FOOTBALL	CONTEST	ENTRY	FORM

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Lombard, IL 60148

Name

Address

City. State

Zip Code

Phone (

MUTANT LEAGUE HOCKEY'S STAR PLAYER IS...

# STRIKES BAC

EPISODE V

SUPER NES

Yes, it's true, there is a Super Empire Strikes Back and it is 16-Mea! Super Empire involves several gaming situations right out of the movie! There are many different playing areas: the side-scrolling runand-jump section

MODERATI

(which requires blaster and lightsaber skills) in addition to flying a snowspeeder and even the Millenium Falcon! With incredible Mode 7 scaling, this will be one hot cart! Fans of the first game (Super Star Wars) will also find something new in the

use of the Force: you can control your lightsaber to attack even when vou aren't holding it! Take a whack at the Empire!

#### THE OPENING CINEMA OF THE GAME MATCHES THE FILM'S BEGINNING







**ACTION** 



#### JEDI WEAPONS



#### BLASTER Fire upon Imperial

Stormtroopers and other creatures.



#### LIGHT SABER

A Jedi Knight's main weapon used for slicing and dicing.



# DARTH VADER

Multiplies points earned. **CHRONO** 

TIMER

Adds time to

ticking clock.



# SMALL

BIG

HEART Restores some health.

HEART

Restores most

of your health.

75%



# LIGHT-SABER

Increases health bar.



# 1EDI SHIELD

Temporary invincibility.

# CONCENTRATE AND USE THE FORCE TO YOUR ADVANTAGE



Learning from the Jedi master, Yoda, Luke now has the ability to use the force to direct his light saber toward his enemies.









#### **STAGE ONE**

The first few stages take place on the ice planet Hoth. Many creatures roam the surface as Luke patrols the area, so ready your blaster and watch for giant, rolling snowballs.







#### STAGE FOUR

After narrowly escaping from the ice cavern. Luke must still confront many more ice creatures as he heads toward the rebel base where his friends are worried about him.









#### STAGE TWO

As Luke scans the icy surface, he notices a meteorite crashing in a nearby site. Lead him there atop your trusty Tauntaun to investigate. The terrain becomes more rocky.











#### STAGE THREE

Luke blacks out from the dropping temperatures and is taken away for food storage by giant Wampas. Now he must fight his way out of the ice cavern and head back to the base.



STAGE FIVE Rebel Base is under attack.





**STAGE SIX-MODE 7!** Pilot the Snow Speeder and destroy the Probe Droids.



STAGE SEVEN Side-scrolling shooter.



STAGE TEN Han evacuates the base.



Destroy the AT-ST walkers.



Luke cleans up the mess.



STAGE ELEVEN Luke slashes up a trooper.



STAGE TWELVE The Falcon is under attack.

# COME ON OUT AND CLAY!

Interplay is taking the head-to-head fighting theme a step further by adding a little humor to it. Clay ghter uses digitized claymation

adding a little humor to it. Clay Fighter uses digitized claymation characters and has given them their own fighting styles with some unique attacks. Fight with a glob of clay that can turn itself into anything such as a deadly bomb, or an opera lady that can attack with her terrible singing. Choose from any of eight characters and see who is the baddest...and funniest fighter around. Now on with the clay-off!

# Clay Fighter

MACHINE DIFFICULTY AVAILABLE
INTERPLAY SUPER NES MODERATE 3rd Qfr. '93
CART SIZE NUMBER OF LEVELS THEME % COMPLETE
16 MEG 13 FIGHTING 75%

# BAD MR FROSTY LIKES: PIZZA HATES: FIRE

HATES: FIRE CLAY TYPE: O-SEX: CLAY MARRIED: NO





## TAFFY MAN

LIKES: GLUE
HATES: PERMS
CLAY TYPE: B
SEX: CLAY
MARRIED: YES





#### CRUSHER

LIKES: HATES: CLAY TYPE: SEX: SLOGUN:



COLOR





#### BONKER

LIKES: X-MEN
HATES: SOAP
CLAY TYPE: Z
SEX: CLAY
SLOGUN: PIE!





#### **PLAYER VS. PLAYER**

See who fights the best with a character against the same character!



#### BLOB

LIKES: HATES: CLAY TYPE: SEX: MOTO:







#### VAL

LIKES: CLAY
HATES: OGURT
TYPE: PLUS
SEX: CLAY
MARRIED: YES





# GHOSTGUY

LIKES: WIND
HATES: DAY
CLAY TYPE: M
SEX: ???
MOTO: FLOAT





#### **IMPERSONATOR**

LIKES: MADONNA
WANTS: MADONNA
TYPE: MADONNA
SEX: MADONNA
IDOL: MADONNA





#### BAD MR. FROSTY

This is one snow-made dude that definitely needs to chill out! This snowman-gone-bad has several deadly moves - especially his Snow Boulder that rolls over enemies!



ICE BELLY

CHILL KICK

SNOWBALL SNOW BOULDER

#### TAFFY MAN

He is springy and stretchy - but not nearly as sweet as he looks! His most devastating moves are the "stretch punches" where he can hit enemies from a distance!





TOP SPIN

HIGH BLOW



STRETCHY KICK



TWIST PUNCH

CRUSHER

Not very fast, but he packs a punch! If

Crusher gets hold of an opponent he

will give no quarter! His Body Crush

is a well-deserved name: if he uses it on you, he will crush you big time!

SUPER SPLASH



MULE KICK



**BODY CRUSH** 

**BACK TOSS** 

#### BONKER

His name may refer to his large hammer he uses to pulverize opponents! An energetic clown who likes to fight, Bonker gloats over broken, defeated enemies laying on the ground!



**FAIRY PUNCH** 

HORSE BUCK





HI THERE

#### RATTLE IT OUT IN THE BONUS SCREEN

The clay fighters will tough it out in a very cool MODE 7 bonus level with several platforms braced against a rotating wheel. The object is to knock off the other player.



#### BLOB

He creeps., you know the song! This could be one of the most powerful fighters in the game as he can assume a variety of weapons - like hammers, saws and other items!





BARABAROOM

**DAS BOOT** 





**BOXING GLOVE** 

FLYING SAUCER

#### VAL

Sorry, guys, this babe is taken! She can also belt out a tune to smash the best of 'em! Val also uses several slamming moves that do much damage! Unfortunately, she's slow!





VIKING DIVE

FLYING KICK



OPERA CRUNCH



HIGH NOTE

#### GHOSTGUY

Boo! This fighter will scare you! Ghost Guy is very slippery and attacks with great speed and accuracy! However, when defeated, his head explodes in a pile of leaves!





FRIGHT BITE

LEFT THRUST



WHIP KICK



TWIN SCRATCH

#### **IMPERSONATOR**

This you-know-who wanna be is a singin' fighter who attacks with musical notes and his large hair! He isn't very fast with his attack, but he sure likes a good tune!





HAIR WHIP

JAILHOUSE KICK



**BAD MUSIC** 

BURNIN' PALM



# A 4-IN-1 SUPER MARIO CART!

For those of you who are not content with Super Mario World for your 16-Bit Super NES, you will soon have your hands full! Here comes Super Mario All-Stars! The three Mario 8-Bit NES games have been upgraded for the Super system! Super Mario Bros. 2 released in the states for NES is really a game called Dream Factory! The real Super Mario Bros. 2 is included in All-Stars and it bears the name of the Lost Levels! Stay tuned for more!





#### THE LOST LEVELS:

Here is the game that was never released in the U.S... until now! Called Super Mario Bros. 2 in Japan, here is a sneak peek of World 1-1 (right) and a partial map of World 1-2 (below). This game will be a new experience for Mario fans!







#### LAST, BUT NOT LEAST, SUPER MARIO BROS. 3:

The curtain rises on the fourth and final game, Super Mario Bros. 3! The most extensive Mario game for the NES, it's even more enjoyable on the 16-Bit platform! Everything is here from: the Raccoon and Cape powers to the music note boxes, this game will keep you playing for hours! The map below is of World 1-2, look familiar? Remember to collect the item at the end of each level for big points!







#### Comparison: No more back-

grounds that move with you! Now there is more depth to give more feeling!





An old wine in a new bottle! The strategy is the same: hit the blocks to reveal power-ups and other items!





#### SELECT YOUR GAME:

Here are the four games you can play! The Lost Levels is the Japanese version of Super Mario Bros. 2 (the U.S. version was called Dream Factory in Japan)! There is also an option to customize the controls!



#### YES, IT'S 16-BIT, BUT IS IT REALLY THE SAME AS THE 8-BIT VERSION?

Absolutely! Everything is the same - even the ability to walk through walls and ceilings that appear to be programming glitches! Even the ability to "jump ahead" to bonus levels has been retained! Check out the comparison below!





You Decide: Look at the improved graphics of the 16-Bit Super Mario World over the 8-Bit version! Map of World 1-1 is below!









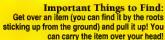
#### SUPER MARIO BROS. 2:

In Super Mario Bros. 2, things are a little different: you can pull items up from the ground and throw them at enemies! You can also play as one of four different characters including Princess Toadstool!



In Super Mario Bros. 2, you must use the potion vial to create a doorway to take you to another dimension! Also use bombs to blow open walls - remember, timing is the key with these explosives! Glance at the partial map of World 1-1 (right). Look familiar?













#### Let's Compare SMB 2 Versions:



Look at the difference between the two versions! This new collection has multi-scrolling!











#### WE'VE GOT TO FIGHT!

They're back, and this time it's all-out 16-Bit war! The brawlin' masters have combined efforts for the ultimate team! There are several combinations for two players: play as two Battletoads, two Dragons, or one Battletoad and one Dragon! There are also two modes: one where you can damage your partner and one where you can't! All the bosses are also here - both the 'Toads and Dragon's deadliest enemies - including the Shadow Boss and the Dark Queen herself! The game isn't all fighting, though, and there is even a level where the game becomes a shooter! Battle on!



#### LEVEL 1: ON THE TAIL

Here, you get dropped off on the tail of the enemy spaceship! Keep going to the right, smashing enemies as you go. The boss is Abobo: he's big and strong, but slow! Use Battletoad Butts or Typhoon Kicks to finish him! Map below:







#### LEVEL 2-1: WE'RE IN!

This level is more moving and fighting! However, there are some new moves! When a Waiker shows up, smash it and grab its leg to use as a weapon! The Dragons use it to drive enemies through the floor, and the 'Toads swat enemies!



#### BOSS 2-1: Doorman

This guy throws sticks of dynamite! The only way to defeat him is to pick them up (press punch to pick up the stick and punch again to throw) and throw back!



# LEVEL 4: SHOOTIN' TIME IN THE MILKY WAY!

Here you must get in your little spaceship and take to the skies! The ship you landed on and fought your way through in Levels 1-3 is now your adversary! Shoot select parts of it to bits! Watch for asteroids and other enemy objects! The control is very different here: The JUMP Button is your thruster and makes you move, while the PUNCH Button fires your laser! Your Life Meter is the samewith each hit it gets diminished!





#### LEVEL 5: PUNCH ME (ALL LEVEL LONG):

On top of a speeding rocket, make your way to the cockpit where Robo Manus awaits! Look out for flaming thrusters (A) that can burn you up, and ninja warriors that jump out from behind the fins (B)! On the lower sections there are



#### THIS IS THE ULTIMATE TEAM: Battletoads and Double Dragon!







DOUBLE DRAGON: "Get Some!"

The street fighting experts Billy and

Jimmy Lee join the fight with their devastating karate moves! Maybe they







Pimole

Billy

BATTLETOADS: "Move To This!" The green three are ready for action! This time you can play as any of the three greenies! 'Toads, meet the Double Dragon team! Fight nice now!



Invincibility: Phase from

can learn something from the 'Toads! any harm! Energy:







Punch

Hammer

Bikin' Bash

Refills your Health meter.

Duck

Throw

Typhoon

TOUGH TOUT

TWO-PLAYER BASHIN' FUN:

The 'Toads can play nice with their new Dragon friends, can fight their Dragon friends, or vice-versa! A picture of cooperative fighting is to the left; two pictures of a not-so-cooperative fight mode are to the right!







#### LEVEL 2-2 & 2-3; RIDE!

This level is like the preceding one! The boss is identical to the one before, but he takes more blasts to finish off! The next part is driving - this time while fighting! Also dodge obstacles! Blag waits at the end of the line!

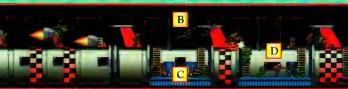






doors where Giblets (C) will come out and knock you around - hit 'em first! Don't forget to break open the Bonus Pods for the item inside - these are essential! The biggest adversaries (other than the Boss) are the fights with 'Toad adversary, Slaughter (D)! Attack Slaughter quickly and furiously, he hits hard by charging and using his arm-hammer swing!

Hev. 'Toads, remember me? I'll crush and smash your green butts! I'll be waiting at the front of the ship - if you can get to it! FZZZT!







# MASTER THE

What would you do if your sister was kid-napped? Probably celebrate. But that's not what Ryo Sakazaki did. He went to look for her in the rugged South Town. Always willing to fight, Robert Garcia joined in the fray.

Ahead of them lies a series of vicious fights where they will obtain the clues needed to rescue Ryo's sister. Deadly martial artists, willing to risk all for victory, will join you. The only question is how?

The Super NES is pushed to its technical limits with Art of Fighting. Each level scales in to show the wild action, and there's a lot to see! A whole assortment of special moves can be learned, with graphic cinemas and cool bonus rounds that add to this cart's entertainment value. A bit sized down from the Neo version, it's still a worthwhile game. One of the better fighting carts around.



Fight your way through the toughest thugs for the clues that will help you.



TEST YOUR SKILL



Break the ice blocks for bonus points. Pretty nifty, don't ya think?

# THE TERMINATOR & ROBOCOP NOW HAVE SOMEONE THEY CAN



# SPOT: Juren Held

Spot's det buddies have been kidnapped, and it is up to our limbed dot friend to get them back

But can be do it with his abilities of jumping and firing suds at his ene

mies? Only time will tell!
Spot makes the crossover to the Super NES with Cool Spot! Water Spot when he stands still he runs. walks, jumps, attacks with shooting sude, and check out the way he cleans his glasses and plays with his

vo-vol. Practically identical to the Sega Genesis version with a few of ferences, Spot can also enter a bonus level where he tries to spen U-N-C-O-L-A! With each letter he gets, he is allowed a continue which comes in handy when he runs out of lives! Watch Spot's life meter if it peals off the screen it's dead sport

# 

MACHINE





	т	N
7		
E	L	

AND HIS MOVES:

		NI.
	11	
_		
-		
4		

MA	
	11



NUFACTURER



NUMBER OF LEVELS 10+

ACTION

DIFFICULTY

THEME

A DOT AND HIS COOL LIFE METER:

MODERATE 3rd Otr. '93



AVAILABLE

% COMPLETE

99%









Spot can look and jump at varying heights! Wew!















#### SHOOTIN'. Spot can rapidly are destructive suge



Button to stand control pad and Y button to direct your fire Shoot suds in 8 directions Some enemies take more than one nicho kim

Press the R



Find these useful items in the





loost the Life Meter

(QUP)

seven Dots





Start here if you die.

mese items



0 extra



A brief look at some stages. Cod Spot for Super NES has levels almost identical to its Genesis counterpart, except with some surprising changes! Here is a look at the first two levels with the object being to wet arough Dots to he cool mough to spring your buddy from the cage at the end

STAGE IF



On the beach, Spot must beware of snapping crabs, fireball shooting dragonflies, and hermit crabs! Look everywhere for Dots - even behind objects! Also remember to use the balloons





learn the ropes! Here, Spot must climb. and climb some more Even more menaces are here including clams, inchworn spitting fish, and spikes





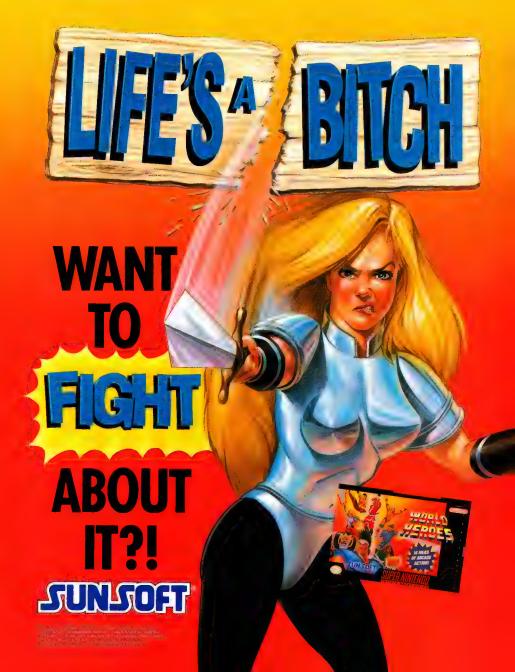






re a the chance to g some continues! Bounce ound and find the latter





GUPER NES

H	IN	JFJ	ICT	UR	ER
N	T	4;	RP	Ī.	AY

MODERATE 3rd Otr. '93

ACTION

% COMPLETE 85%

## Have you played with clay today?

Claymation has always been a great way to bring characters to life and interplay is now incorporating such a least nique into the gaming expenence with Claymates!

Professor Putty has been kill napped by a witch doctor, who has also turned Putty's son into a ball of clay! So now you are out to rescue your father and defeat the witch doctor before all is lost!

## Clayton clay-shifting forms!



Clayton A rolling lump of clay! Buckmeister

Dig for hidden

surprises!

Cozey

Slide into

small places.

Muckster A snooty cat that climbs.



Goopey A bubble blowing fish!

A little



Doh Doh pecking bird.



Les game is unique secause it utilizes clay figures and

stop-motion digitization to bring all the characters to a new degree of animation There are five forms that Clanton can be turned into, each one having its own unique properties! This is also a game where you can explore to your heart's content and find hidden knick-knacks that will increase your chances of succeeding in rescuing your father! Time to get serious with cla

## After Stage Specials!



These trees are the targets for the bots

Guide the robots to the chopping axes



After each level, you'll need to solve a puzzle to get to the next stage of play!

## **Bouncing Bonuses!**



Bounce upon the lit squares to earn an extra bunch of bonus points! Yeah!

## Search High and Low!

Find this wheel of letters and



If you find the right paths, big profits await!

Secrets can be found in almost any place! Search for them and win big



In the first section, you will need to search over the fields and underground for hidden surprises!





Head for the electrical wires! Climb high into the sky and dodge electrical currents on the wires!

# Yard Level 1



# Streets Level 2







Later on, you will have to climb several trees and fly on floating clay clouds to proceed!



You can head into the sewers, travel the streets or turn into the Doh Doh for high action.

RAGE IN THE CAGE, THE WAR OF THE W















UNPLUG ELECTRO WITH WEB-SWINGING ACTION!



BATTLE DR. OCTOPUS' ARMY OF ARMS!



DESTROY CYBERDYNE RESEARCH!



For more portable power, check out the bodyslamming excitement of WrestleMania° Steel Cage Challenge™, the amazing web-swinging action of Spider-Man°: Return of the Sinister Six™, and the explosive firepower of Terminator™ 2: Judgment Day. Gear up for great graphics and game play with the biggest superstars on Game Gear™!

**GAME GEAR** 





# WHAT A BLAST! It's here! The ulti-

mate in cooperative games has finally arrived for the Super NES! This incredible version has more levels and features than the original. The idea is simple: run around a one-screen maze in search of power-ups and attempt to blow up an opponent, or two, or three! With the aid of the MultiTap, four players

can compete for points or just simple bragging rights!

There are over forty levels to pass in the Normal



mode. One or two players can battle in the seven mid-levels with a powerful boss character afterwards.

The real fun and challenge lies in the Battle mode. Up to four players can compete in twelve very unique stages with an easy objective: blow your opponents to pieces! These stages offer great surprises like complete darkness with only a roving spotlight nearby, or a psycho zone where there are no obstacles and everyone is powered-up!

If you're tired of lame games that

don't offer long lasting fun and action, check out Super Bomberman. It's sure to be a blast at any party!

# MANUFACTURER MACHINE DIFFICULTY AVAILABLE HUDSON SOFT SUPER NES MODERATE SEPTEMBER CART SIZE NUMBER OF LEVELS THEME % COMPLETE 4 MEG 42+ ACTION 90%

#### **NORMAL GAME**

The Normal Game allows one or two players to compete through six stages of demolition fun! Each stage is comprised of seven levels with a boss to face afterwards. You and a buddy must blow up blocks to locate power-ups and find the exit that will warp you to new levels. The map charts your progress as you go.



The map shows the six areas that our hero, Bomberman, must fight his way through.

One or two players can bomb through over 40 levels in search of enemies.

when collected.







# **BATTLE MODE**

Battle Mode is a great way to get three of your best friends together for a Bomberman competition. You can choose how many players will compete in twelve unbelievable stages. Power-ups are pientiful along with other surprises that may pop up. Watch out though, this game can be very addicting!

One or two players can compete, but with the Multi-Tap, two more can join in!

1 PLAVER THAN
2 PLAVER THAN
3 PLAVER CON
4 PLAVER CON

Then, select from 12 bizarre stages and try to blow your opponent into spare parts.

strange things

# BOMBERMAN ICONS

There are a total of 23 icons found throughout the game. These eight are the most important of the bunch.



black bomb

an opponent.

along the floor.

manually

blast by one.

with these.

# BONK'S BIG ADVENTURE

BONK IS BACK IN A BIG WAY. AND THIS TIME HE'S NOT ALONE.



WITH BONGETTI, TWO PEOPLE CAN PLAY SIMULTANEOUSLY, IT'S ALSO THE BIGGEST BONK CHARACTER FOU'VE EVER SEEN, OR, TIEPENDING ON WHAT HE ATS, THE SMALLEST DNK YOU'VE EVER SEEN.

GRAFX.

#### ľVE BEEN PLOK'D!!

Plok is the protector of the kingdom Akrillic. One day, Plok glanced high atop his building and saw that his flag had disappeared. Who had taken his flag? He was determined to answer that question, so he set out on a quest to search for it. You can help Plok along in his journey to find the culprit and the flag itself.

Plok has a special ability to throw his limbs at will. This is a powerful weapon against the evils that inhabit the islands on your quest. Deadly vegetable creatures, monstrous frogs, and jumping fish bones are just some of the enemies you will face in trying to find the flag. In each level, you will be able to collect flowers for points, presents which give you different outfits and power-ups. and you will be able to work within each island to find ways of advancement. For example: throwing your limbs at a gear with a platform attached will make it spin. You can then hop on and take a ride up to the next section of the level. Your flag is on one of the poles, but which one? It's up to you to find out!



Poor Plok, He's lost his flag and must find it somewhere in the land of Akrillic!



Plok's journey will start at Cotton Island and from there, the quest will begin.

#### Lok's presto chango **OUTFITS AND VEHICLES**

#### BOXER Sporting headgear and boxing

gloves, Plok can pound foes.



#### HUNTER

Plok can use this gun to hit enemies at a further distance.



#### **4X4 TRUCK**

Using this vehicle. Plok can shoot, jump and move faster!



## SPIN JUMP

Plok can jump even higher with an added spin



#### SAWBLADE Cut through and

move at high speeds across the terrain.





At the beach on Cotton Island. jump over the logs and collect the flowers.



DIFFICULTY

MODERATE

ACTION

Throw your arms and legs at this rotor to make the platform spin, then jump on!

**OCTOBER** 

% COMPLETE

90%



In the Creepy Forest, you will find spinning doors with protruding spikes.

On the bridge, bony fish and vegetable-like creatures jump to hinder you.



**Drive across** the rocky Fleapit terrain and shoot the creatures of this dreaded pit!



Run away from the creepy forest flower! This stage will give vou chills!





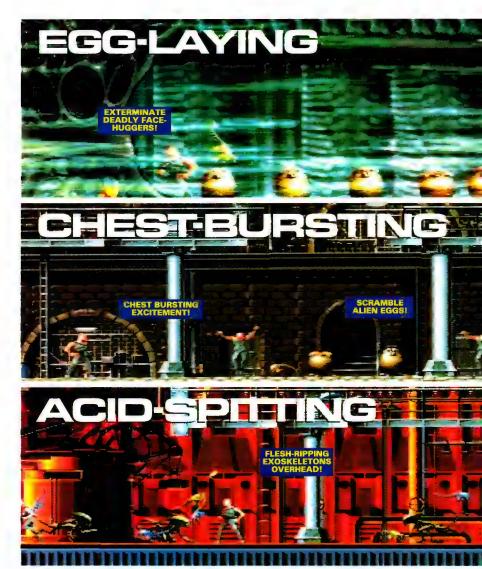
# HEADS UP!!!



Battle against
your opponent with
power slams, slice
shots, hook shots,
and drop shots.
Match your skills
against computer
teams from eight
different countries
or take the ultimate
challenge — select
the 2 Player option
and test your skills
against a friend.

- Exciting 2 Player Head-to-Head Competition!
- Develop your own Signature Style!
  - Battle against the Best and Win to Survive!





# ALIEN3 ON SNES!

Destroy every egg-laying, chest-bursting, acid-spitting xenomorph on the planet with everything you've got... from a plasma rifle to a blow torch... or this nightmare will never end!





	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	SEGA	GENESIS	N/A	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	24 MEG	11	FIGHTING	50%

# alger DATAWARD

ا المرح s latest creation is an aw Taning 24-Meg wonder. Hot in of or Capcor is Street Firmer . There a Champions somes in Farmetic 118-bit for ming carry Anevalor mattis no piece e e . . mps: companes carten . . . . . The Kenninger Bound of the Section o as glenting the contract

r wasen into o grand Pakeen in fare as a Light Control Lineway of the work of the contraction of the contr affiliate receiped bings are



#### THE FIGHTERS OF TIME ZONES



ALREN ADVERBARY



FILADOW MISTRESS



SAVAGE



CYBORG



PIRATE GAL



SURFERENCE

The state of the s

Hajiring Color

Some Processing to the process of th



alore person to those with

## THE SCENIC LEVELS









MORE AWESOME FIGHTERS!

MARITAL ARTIST







STREET FRAITER



DRIM SHIRE



# Burn Rubber!

Hold onto your hats everyone! Virtua Racing is coming soon to a Genesis near you!

Sega has employed some new technology in creating this arcade-to-home translation. The use of the DSP chip helps to enable more fluid scaling and other special effects. Just like StarFox for the Super NES, Virtua Racing offers smooth, polygonbased graphics which are really a sight! The detail in this 16-Meg cart is really something to be seen, and they definitely owe a lot to the arcade game! Oh, and by the way, the wipeouts are spectacular!!

The game allows you to race against the clock, other racers, or previous best times. Also, the tracks are based on actual Worldwide Formula One racing circuits! Even the competition is taken from real life drivers! Too cool!

You can alternate between many different viewing perspectives with the push of a button! You can see the race right from the driver's seat, behind the car, slightly above the car, or with an aerial view.

If, during the race, you pass a certain point of the track under a preset time, you will be granted extended racing time.

This cart rocks the house! Strap yourselves in racing fans, because Virtua Racing is here in full force!



The smooth polygon-based graphics will give you the sensation of true motion!



you navigate the various courses!



Passing the predetermined checkpoints will allow you to continue the race.



For better control, you can change perspectives with the push of a button.



	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	SEGA	GENESIS	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	16 MEG	N/A	RACING	60%













# Compare the Two!

Which one do you like best? Although it's only in the developmental stages, Virtua Racing for the Genesis seems to be a good translation of the arcade hit. But don't just take our word

for it, compare the two for yourself!
On the left are pictures from the arcade version, and on the right are some pictures from the Genesis title. Sega's special DSP chip does an outstanding job in handling the various special effects that the game offers. Even the various scaling effects are done really well!









All of the racing tracks are based on actual International Formula One circuits!



Make sure to keep a close eye on your speed indicator when taking the turns!





#### **SEGA CD VIRTUA RACING?**

With the incredible popularity of Sega's Virtua Racing arcade game, hopes are high for a Virtua Racing rendition for he Sega CD.

The possibilities are limitless! Think of playing Virtua Racing at nome with all of the graphics completely intact! Also, the idea of having CD-quality audio serves to further sweeten the pot.

We certainly hope that Sega takes a ong, hard look at this idea and brings ne already classic Virtua Racing out on ams powerful home medium.





# FIGHT THE

They're back! This time there are more enemies, more moves, plus better sounds and graphics! Like its predecessor, the game uses digitized characters and voices for maximum impact! In the Pit there are no rules - which means you have to watch the spectators as

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 🗒 1	TENGEN	GENESIS	MODERATE	4TH QTR.
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	16 MEG	9+	FIGHTING	75%

closely as your opponents, because the audience can hurt you with sharp knives and deadly hits! Your opponents are ready to play down and dirty! You can play alone against the computer, or take on a friend (or enemy) for some head-to-head competition! The mean three are back Buzz, the ex-wrestler; Kato, the karate master; and Ty, the kickboxing champion who is also the only survivor of previous Pit fights! They are joined by newcomers Tanva. Conner. Chief and Javier



VICTORY MONEY: The objective is to win the fights and collect big money! The amount you may receive depends on the time and money you have left!

BRUTALITY BONUS: For really big bonuses, finish off your opponent as quickly and furiously as possible! This is something master fighters should go for!



# QNE-QN-QNE MATCH AGRINST THE COMPUTER:

# Round 1: Here Comes Helen





HELGA: Helga is very fast and uses acrobatics to escape opponents! She also car-ries a riding crop which she uses to base you! However, she is easily wounded

#### H FOR THESE DEADLY MOVE











JAY-JAY: A brutal street fighter, Jay-Jay likes to knock opponents down and stomp on them! He also likes throwing opponents into the audience!

#### WATCH FOR THESE DEADLY MOVES:









# Round 2: Take on Jay-Jay



# Select Your Fighter to Engage in Mortal Comeati

#### PIGHTERS: SOME NEW PACES! HEY, LOOKI MOVESI

Below are the fighters you can play as in the game! Each has his or her own moves, including some special moves that do serious damage to enemies! Back are veteran Pit Fighters Buzz, Kato and Ty along with some all-new fighters!

#### HUDIENDE PERTICIPATION:

Not only do you have to keep your eyes on your opponent, but you must also watch members of the audience who are also out to do you harm!





#### TRIVUIS Roller Dueen

HEIGHT: 5 WEIGHT: 123 lbs

Tanya is an incredibly fast fighter with speedy icks! However, she **unds** very easily











KNEE

#### 3077 PRO MRESTLES

HEIGHT: 612 VEIGHT: 226

ck for more of the Pit is Buzz! One of the better fighters, he uses several deadly body slams and smashes













KICK

#### KARATE CHEMPION

HEIGHT: 5 WEIGHT: 195 lbs Speed and agility are the two qualities that best scribe Con-

ner! This very

quick fighter

uses judo













PUNCH

# THIEF EX-BUDY SUPPO

HEIGHT: 6 WEIGHT: 235

lbs **A tormer** wrestler who was disqualined for exceseive brutality. Chief is a ough brawler

with strength!









PUNCH







# HATO: SAO DEGREE BLACK BELT

HEIGHT: 5'9" WEIGHT: 176 lbs

An ex-ninia specialist in the killing arts, Kato does massive damage with his swift attacks. He also grabs!



PUNCH









# TY KICKEDXINE CHEMEION

HEIGHT: 5'11 WEIGHT: 186 lbs

A Tae Kwon Do expert, Ty is a member of the **Special Forces** and is licensed to kill! He's very skilled in many areas!













#### MOWGLI HAS TONS OF MOVES & ANIMATION

As you play the game, you will notice the many moves that Mowali is able to do. The animation of his moves has been drawn with great detail.



CHUTE











#### THE JUNGLE

The first of many, this level places Mowgli in the depths of the jungle where many monkeys, snakes, and other jungle creatures await, ready to halt his progress. In some areas of the level, Mogli must use his surroundings to help him through such as pushing stones and bouncing off springy snakes.

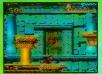














RUN





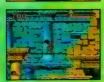


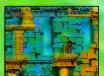




LOUIE'S TEMPLE Somewhere in the jun-

gle is Louie's Temple which is filled with all sorts of creatures and booby traps. Mowgli must maneuver through some of the toughest and trickiest terrain. Use his incredible agility and balance in areas like a little rope bridge, a breakaway floor and many swinging





# IT'S A JUNGLE **OUT THERE!**

Following the lead of many other Disney movies being translated into video games such as Aladdin, Beauty and the Beast, Fantasia, and The Little Mermaid, Virgin Games joins this group with their latest entry. The Junale Book.

In this Disney classic tale, you take on the role of Mowgli, a child born in the jungle and raised by the animals that live within it. You must journey through the jungle and other terrain taken straight from the movie like Louie's Temple.

Playing this game will be as much fun to look at as it is to play. The graphics will astound you with beautifully drawn backdrops along with Mowgli's incredible animation that enables him to move across the screen fluidly. The music and sound effects are, by far, some of the best.

Like all Disney movies, this game has all the elements that will appeal to gamers of all ages.

#### **HEY, LOOK! FRUIT!**

There are various icons of fruits and other items located throughout each stage, items such as apples, coconuts, pears, and other fruits will give you some points to add to your total score while others will give you some sort of











	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 💾	VIRGIN	GENESIS	MODERATE	APRIL '94
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
T T	16 MEG	10+	ACTION	45%

# HAT'S THE WORLD

COMING TO

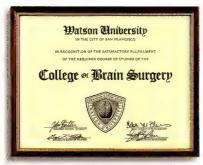
# WHEN IT'S EASIE

TO GET A DEGREE IN

# BRAIN SURGERY

THAN A SEGA" SEAL OF QUALITY"

# N A VIDEO GAME?



There are 4,000 brain surgeons just in the United States alone.



A scant 200 Sega Seals were awarded last year in the whole wide world.

The Sega Seal of Quality. With it, you're assured a game has passed the most rigorous battery of quality control and playability tests ever devised, and that it pushes the limits on the fun meter. What's more, the Seal guarantees the game, when used properly and not as a door stop, will not damage a Sega Genesis, Sega CD™ or color portable Game Gear.

is that you could be setting yourself happens, don't come crying to us.



Without the Seal? Well, about we are the only thing we can guarantee up for a big, big headache. If that TLEVEL Heck, call a brain surgeon.

# عزلين 🛦

# OFF THE

Believe it or not, Chuck Rock is a daddy! He is the proud father of a bouncing baby boy who loves adventure as much as his old dad.

Son of Chuck is the tale of this little babys quest through a prehistoric world. Armed with only a club and a nasty temper tantrum, "Son" must face mischievous apes, deadly dinos, and other strange sights.

Son of Chuck is an impressive use of software. This game has great graphics along with rotation and scaling! The animation is sweet, and will have you laughing for hours. Son of Chuck is a very good game in terms of playability as well. Truly one to look for!

## **BONUS GAMES!**



#### APPLE TREE

Hit the apples out of the tree in the allotted time to get points.



#### RIVER RACE

Rapidly tap the controller buttons to race across the river.



#### STONE CARVING

For a bonus, beat the boulder beforetime runs out.

#### LEVEL ONE - STONEAGE SUBURES





The first boss will attempt to swallow you whole. Dodge, then hit him.

#### TEAST 4MO - DISSA LHE DINOSARK





7//0

Dippy likes eating cavemen, try to avoid his jaws, and pound his skull in.

#### BUTTERFLY COPSE





#### ANIMAL BUDDIES



## TRICERATOPS

The triceratops lets you jump higher than usual.



OSTRICH
The ostrich runs really fast through the level he's on.

# SCHUCK CHUCK CHUCK CHUCK COCK 2

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	VIRGIN	GENESIS	MODERATE	OCTOBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	20+	ACTION	99%















It takes some fast flipper action to keep Sonic spinning with the right momentum.



Sonic is as agile as ever, as he balances and rolls through the mazes.



Round and round you go, where you end up nobody knows.



Timing is critical, as you bounce and spring off platforms into the unknown.

# SONIC SPIN!

Spin into action with Sega's superstar Sonic the Hedgehog. The evil Dr. Robotnik has created a Veg-O-Fortress, a volcanic island made into a robot factory. He has nabbed thousands of animals to use as his prisoners, guarding them with a Pinball Defense System. You must guide Sonic into his diabolical lair and rescue the poor pets. With five rounds of wild, wacky, whirling pinball action, you'll have to flip over lava pools, bounce past toxic pits, and launch through caverns to rescue them.



corkscrews Sonic's famous for



where you'll battle Dr. Robotnik.



## ZOOMA ZOOM!

A hot new racing game for the Genesis is about to burn its way to your screen. There are many different tracks to race on and several modes of play including arcade and champion. Be sure to check out the awesome split screen two-player simultaneous action. This is a rip-roaring racer that will leave you in the dust!

# GRAND PRI

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	DOMARK	GENESIS	MODERATE	OCTOBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	12	RACING	90%

## OPTIONS GALORE: CHOOSE YOUR CAR AND TRACK



Medify your car to suit your own unique driving style.



Choose the track you like best from 12 different countries around the world.



BELGIUM







# AWESOME 1- OR 2-PLAYER SPLIT-SCREEN ACTION



Look out for other cars whizzing by as you struggle to claim the pole position.



Tunnels and signs make up some of the road hazards; keep your eyes peeled!

Whether you're playing alone or have a friend join in, there are plenty of races to try. You can compete against the clock and burn up the track to qualify or take on a friend and battle for the finish line. There is even a means to save and load races to continue the challenge or relive the excitement on a previous circuit.







In two-player games, it's best to always keep your opponent in sight.



Check the long range scanner for your position but watch the road!

# COMING IN OCTOBER...

# THE #1 NAME IN VIDEO GAMES GETS A WHOLE NEW LOOK...









# CD SONIC SPEED!

More on this super CD has come to light! The setting is a lake where a small planet hovers over from time to time. There are stones on the lake that will make time travel possible, and Robotnick wants that power! Time to put on your super shoes and get



is sung by Keiko Utoku, and is CD quality! The Mecha Sonic returns with 4 times the speed of Sonic when he's haywire, and Amy the Rose debuts, as an 8year-old Tarrot card reader who is kidnapped by Robotnick. As of yet, there isn't a sidekick, but until then, have it out with this

to it! The music



#### Flidden Surgrises!







Hidden items is still the name of the game, and there are tons of them!

#### Supar Loops!





All the goofy flips, dips, and tubes are back for more in this super CD game!

#### Fancy New Looks





Sonic CD will have an all-new look and feel of high-tech game play at its best!

#### Cinemus! Oh Boy!





At the begining of the game, you'll be treated to a lengthy cinematic story!

#### Big Bad Bosses!



More memory means more enemy! The bosses are huge and complex robots!

#### Lots of Land to Speed Through!



The levels are super-sized and are filled with all of the general power-ups and some new ones that let you actually time travel into the past or the future! More on this in EGM!

#### Some More Items of Interest that are in the Works!

- l, Palmiree Panic Zone 2. Collision Chaos Zone
- 3. Tidal Tempest Zone
- 4. Wacky Workbench Zone
- 5. Palmtree Panic Zone
- 6. Stardust Speedway Zone
- 7. Metallic Madness Zone
- 8. Final Fever (last boss)

There are 8 rounds in this CD title, take a look at the names!





There's a time attack mode for completing a level!



Amy Rose is a new character that has been kidnaped!

#### To Crush An Empire!

The Empire is back, and they're growing more powerful by the day! The Rebellion has decided to take matters into their own hands and attack against seemingly overwhelming odds...that's where you come in

Prepare yourself for the

ride of your lift with Rebel Assault for the Sega CD. The special effects in

this game have to be seen to be believed.

During the flying sequences, you'll think that you're watching a movie! They're that:

But remember not to get too caught up in all that! You'd better keep your eyes on your shield meter and those incoming TIE Fighters

headed straight for you! Awesome!! Rebel Assault will shake your foundations! Check this one out!





The awesome cinemas in this CD title are guaranteed to blow you away!

Start Game Enter Passcadu Music W Sound Effects m

Dialogue Text of Minitized Valce of

Show Beres

Go into the play options screen to enter the handy "Passcode" feature.























#### PLANET KOLAADOR

The planet's surface is a maze of stone columns which will put a quick end to your fight against the Empire. Attempt to maneuver through these columns with out slamming into any of them! They come up pretty fast, so you'd better act quickly! Good luck!











#### ASTEROID FIELD

In this particularly nasty level, you must and the sparticularly nasty level, you must adodge your way in and out of a vast sateroid field. Dogging your every move are Lord Vader's TJE Fighters. Use your blasters gratuitously here, or you'll end up as space debris! Remember to watch your shields also.













**Electronic Gaming Monthly** 







This is the battle to end all battles! As you approach the Empire's base; you are bombarded with a huge battery of Vader's dreaded TIE Fighters. This stage will really test your flying skills! Fire on the enemies as soon as your weapons? are locked on!





Customize the SA-77 with a multitude of weapons. Pick one of four weapons and have it attached to the left side of the ship. plus a different weapon for the right side.



Select an optional weapon as a backup for additional protection. Learn all about the weaponry and the status of the shield in this screen as well. Bad choices have very tragic results.

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE	
5 4	SEGA	SEGA CD	MODERATE	SEPTEMBEI	
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
	CD-ROM	11+	SHOOTER	15%	

#### A REVOLUTION IS UPON US...

Forget everything you have ever seen or heard in shooters. Silpheed is coming and this game offers sights and sounds that will keep you breathless! It all starts with the virtually unlimited memory of the Compact Disc. Advanced fractal geometry was used to calculate the lights and shadows of the spectacular landscapes. The action also zips along at an incredible 20 frames per second. Throw in some high-quality stereo music and synthesized sound effects, and you've got the shooter to end all shooters!

The SA-77 "Silpheed" is a one person multi-purpose interplanetary fighter armed to the gills with potent weaponry. It wields a powerful wraparound shield and can have new weaponry bolted on in a flash. The game may play like a standard shooter but once you get a glimpseof the multi-scrolling backgrounds, you'll wonder if you're playing a game or watching a movie! Blast through over 11 levels of high intensity gaming and battle bosses that fill your senses as well as the screen. As expected, you'll find enough power-ups to keep your trigger finger happy too.

What game would be complete without tons of icons to look for? Silpheed has items for bonus points, shield replacement, and even continues.



**Bonus Points 1** 

Shield



Bonus Points 2









**Destroy Asteroids** 





Continue

Invincible



#### ARM WEAF

The standard weapon on every SA-77.



**Automatically attacks** 



A faster version of the Forward Beams.









A very powerful flame with a wide arc.



Rapid-fire shots with deadly results.



Draws enemies close with a powerful force.



















These areas give you an idea of what you're up against. You'll face vast squadrons of enemy battle cruisers, visit an assault fortress that's still under construction, and even take a harrowing trip at blistering warp speeds.







Are you ready to take on the mother of all battle cruisers? This humongous ship is packed full of weaponry and hidden surprises. Be on the lookout for scout ships that hang around nearby.





Blast through a complex maze of caverns and ever-changing tunnel configurations. Keep your eyes peeled as walls pop up out of nowhere and force you to take turns at amazing speeds!







The Grand Fleet of cruisers awaits you in Area 8. Stay on guard as fleets attack each other with huge cannon fire and long-range range rockets. Seek out the ships' weakpoints to destroy the armada before they strike you down.







With Area 9 incomplete, Area 10 is the next stop. Head back to good 'ol Earth and face enemy squadrons over beautiful mountain landscapes and gleaming lakes. The enemies are the toughest you've ever faced!







Here it is! Area 11 is a brisk ride through inner sanctums. Laser cannons pop up from the floors for a deadly strike while enemy cruisers circle overhead. Seek out the central core to face the final battle... on its home turf!







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  - b. Write the number and name of the agent you spoke with.
  - Ship your games A.S.A.P. and your list to:

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#### forth



found Link's shield. Not a bright man, but has a knack for picking out the best mushrooms.



She is finds you on the shore. She strikes a remarkable resemblence to



#### Look at Link's new moves!



A sword Charge and slash, Duh! swing 360°

Hold the button. Jump

Block

Block and

knock stuff!

To move

Push

stuff about.

Leap over obstacles!

All of the Super NES moves are here plus two new moves! Ones that aren't shown are the dash, swim, pull, lift, and throw!

#### Here, look for these special items all through the island of Koholint!



ter who pops in and out of the story to give Link advice. Is he a friend or a villain setting a trap?



Some of the Items to find!









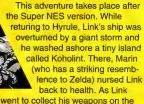




There are old items as well as new ones like the tri-power that does double damage!

#### The Missing Link is Back!

Get ready for some intense portable adventuring! And pay attention Super NES Zelda owners, shocking though it may be, this one has all the moves and items that the Super NES version had - plus more! Now Link can do flip jumps and also has a new blocking technique that lets you push enemies away from you while constantly having a shield in front of you! The quest is also much, MUCH harder



shore, an owl came and told him that in order to leave the island, he must first rescue the 8 musical instruments of the Sirens to awaken the Fish of Wind that lies dormant in a giant Egg on top of a mountain. If you own a GameBoy, and adventure is the name of your game, then this is your ticket homel



You'll wake up in Marin's house. Talk to her father and he will have your shield!



Search the shores, for eventually you will come accross your lost sword!

#### look-A



Try killing all the monsters on the screen: sometimes It'll open a door or a chest



Ram them with the shield and kill them!



Get the Roc Feather to do a flip jump!



get a full house



It takes timing to Leap over the break to get the chest.



10 1 14 1 84, 000

As the mid-boss pushes the spike log, leap over it and strike him dead!

Now that you got the Violin. let's get the next 7 instruments!













Find the Mushroom and bring it to the old lady so she can make a magic powder!



This little gonad will not let you pass, so just sprinkle a little powder to stop him.

#### The perils of the first dungeon!

The dungeons are filled with many perils and hidden traps that one would expect from a Zelda adventure. Look for areas where bombs can



You can select a map that provides info

on specific areas on the island!

The Isle of Koholint







#### First Dungeon

The first boss is straight from the Super NES version, that annoying catapillar that knowks you off the edge of the floor!





ad perspective, giving depth.



( L. 1 1 645



crolling Action!

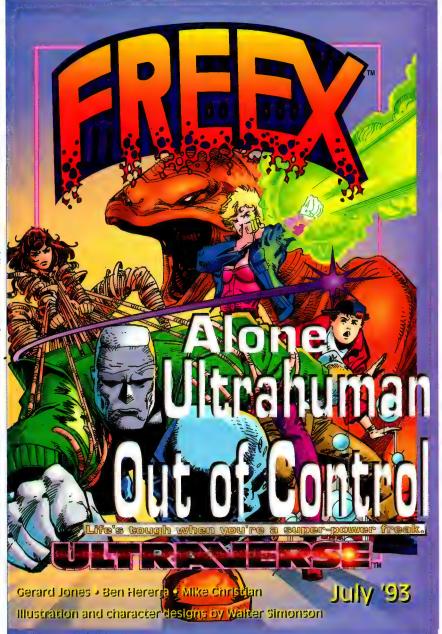
Like the first NES version, you can go down into a side-scrolling walkway. Conch Sea Sea Lilu







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#### WELCOME TO JURASSIC PARK...

Tephnology has allowed us to create generically engineered dinosaurs, lingual redanologies, using his ability, has created Jurassic Park. A host of creating form the past have been placed within a zoolike setting for your enjoymen.

ifke setting for your enjoyment.
This is the premise behind Juras see Park, both the book and the movie. Inspired by the action-packed drama, Sega has created a game for the Game Gear. This cartridge features five areas filled with spinetingling prehistoric danger.

If you like action/adventure, or loved the movie, this game is for you. The graphics as you can tell by the pictures, are terrific. With two types of game play, you can enjoy this cartridge anytime. Best of all, since it's on the Game Gear, it can be played anywhere.



#### THREE WEAPONS TO CHOOSE FROM...



#### STANDARD RIFFE

Good for enemies directly in front of you. Moderately powerful, and grows bigger the farther away it gets from you.



#### LA.W.

A rocket launcher that goes up diagonally then creates an airburst to smash things in the air. Average strength.



#### FLASH GRENADY

Flares upward to strike anything flying in the air. Very powerful, but has limited applications throughout the game.

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	4 MEG	5	ACTION	90%









Remember, Grant can't swim. One dip into the water and he's a gonner.

#### BRACHIOSAUR PADDOCK

The Brachiosaurus Pen starts out with you driving along, and fighting the T-Rex. Then you must fight to the pod of Brachiosaurus. Use the L.A.W. to defeat the massive end boss.







# 

#### IRIGERATIOPS PAUDOEN



The forces of nature are against year! Fierce lightning and blazing tornados will sweep you off your feet. The boss is a Triceratops running rampant. Watch out!



Run for your life from the forest fire.

If you stop, you'll be cooked!







You'll face electricity and lava. Timing is everything here.

#### VELOCIRAPTOR PEN



Go through the maze of the Power Station to turn on the fences. The Raptor will try to ambush you if you slow down, Try not to get lost in the maze of corridors. The boss of the level is the alpha female of the Velociraptor pack. Stay low, and keep shooting to survive.





# PTERANODON AVIARY



You start this level by driving through a swarm of Pteranodons. The sub-boss is is the largest of these creatures, and it drops boulders onto your vehicle. Once you are on foot, you must trek through a labyrinth of caves to get to the Pteranodon nesting area. The main boss is difficult, but can be delt with by using flash grenades.



# In the driving sequences, you can get health and extra lives by shooting the dinosaurs. This is very helpful when going up against the bosses.

# DLY GOING WHERE



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# LIFESTYLE

### THE WHAT'S HOT SOURCE FOR EGM READERS ONLY

#### Call on an American Legend

Of all the different custom trouble distinguishing as a phones we saw at the show. telephone. With a flashing from Star Trek's U.S.S. headlight and a real beeping horn, this fully function-Enterprise to the sponge al phone from phones, this replica of the Harley Davidson Heritage TeleMania was the Softtail Motorcycle perhaps the most clever, if not the was the one we had the coolest most custom phone we saw at CES

### A Walkman for Your Eyes?

Virtual Vision, makers of these high-tech glasses called the Virtual Vision Sport, claim they will do for TV viewing what the walkman did for music listening.

The ingenious glasses project a virtual one-inch image in the lower outer corner of either the left or right eyepiece. A wearer can effortlessly shift attention from the TV image that appears to be floating in space to the world outside, whether you're about to dodge the little surprise the neighbor's dog left for you in the back yard or just watching the late show in bed.



The Virtual Vision Sport video system weighs just five ounces.

# Reach Out and Touch, write, Call, or Fax Someone

#### AT & T unveils its "Etch-A-Sketch of the Future": The Personal Communicator

With the announcement that AT & T and EO, Inc., are combining forces to offer a single line of Personal Communicators, the world may be on the brink of a new revolution in communications technology.

The AT&T EO 440 Personal Communicator -

which provides fax, electronic mail. cellular phone, and

The world's first family of Personal Communicators was introduced amidst a lot of fanfare at the Summer CES.

personal computing capabilities - has just been made available to consumers in select AT&T Phone Centers and authorized EO resellers.

The Personal Communicator is a highly flexible piece of equipment that is based on the "penand-paper" metaphor of GO Corp.'s PenPoint operating system. If a person wants to jot down a reminder, schedule a meeting, or even draw a map, he or she presses the pen device to the tabletscreen and presto, the note is stored in memory and placed in the appropriate cal-

AT&T and EO believe these products will provide messaging and informationhandling capabilities that go far beyond today's fax and email, and will have as much impact on person-to-person



The power of an entire office workstation can now be taken almost anywhere.

communications as the telephone had in the early

But perhaps the best thing about the Personal Communicator is that, unlike an Etch-A-Sketch, you can turn it upside and shake it without erasing anything.

It isn't hard to imagine that this product, if it achieves mass distribution, will reduce much of the need for pen and paper in the next century.

# SPECIAL EDITION

#### EGM LOOKS AT SOME OF THE STARS OF THE SHOW

### **Blows Away Air Guitars**

For those of you who matched Jimi Hendrix guitar lick for guitar lick on Purple Haze, or jammed right along with Eddie Van Halen in one of his hallmark solos countless times on your air guitar, Arrow Micro-Techs has got a product for you.

The Jaminator was intro-

duced at the CES for the first time and should hit American stores toward the end of the year or early next year at a price much lower than keyboard synthesizers that offer comparable features.

According to its makers, the Jaminator is a fully interactive music maker that compensates for mistakes and insures players never hit a sour note. With interchangeable sound cards that make up a diverse music library, the Jaminator is one cool axe.

#### Stack 'Em

As CDs become the storage medium of choice for audio, and now video, software, people are on the look-out for a safe, and attractive place to house their precious libraries. Koizol has met that dernand with their unique sky-scraper storage system.

Whether you're knee-deep in Liberace recordings or just don't know where to put all those riveting Sega CD titles, these holders can make any collection interesting.

The towers are available in North America through Mitoco Design Marketing in Toronto.



**CD Towers from Koziol.** 

### Why is That Guy Talking to His Watch?

Remember the great old comic strips where the detection called headquarters from wrist phones? Or, where interplanetary adventurers check in from Saturn on wrist radios? Still sound like science fiction?

Well, not anymore with Panasonic's introduction of the KX-T9900 900-mHz wristband cordless telephone.



With a powerful base unit and high speed circuitry, the Panasonic wristband phone has finally made the mythical watch-phone a reality.

This amazing new telephone uses the most advanced cordless technology available: 900-mHz operation. Because of its ultra-high frequency, this phone bypasses many sources of telephone interference, such as fluorescent lights, garage door openers, and other cordless phones. The result is a clean, clear sound that rivals even corded phones.

But the best thing about the KX-T9900 is its tiny design. Panasonic has succeeded in miniaturizing cordless technology to the point where the portable phone has actually been fit on a watch-style wristband. Despite its size, the wristset is a fully-featured telephone, with built-in microphone, speaker, and miniature keypad. With it, users can freely roam throughout the yard, home, or office without losing touch. And, with the phone strapped to the



Technology has finally caught up with our imaginations. The Panasonic KX-T9900 was one of the hottest products at CES.

wrist, there is little chance the portable will be misplaced after making a call.

For even greater versatility, up to four wristsets can operate from a single base. And wristsets can serve as inter-

coms, both between portable and base and between other portables. Staying in touch will be easier than ever.

Now imagine how easy it will be to order pizza delivery during math class.

# Back by Popular Demand Speed Racer Returns With A Vengeance

Since celebrating his twenty-fifth birthday last year, Speed Racer is undergoing a rebirth of sorts through comic titles, reruns on MTV, video games, an updated animated series, and even a full-length feature film.

The Speed Racer series became an instant hit when it first appeared on American television in 1967. The series went on to become one of the most successful series ever shown.

As the main character, Speed Racer is a smart, courageous, resource-ful teenage race car driver competing in dangerous races throughout the world in his fast and fabulous Mach 5 racing machine.

with all its wonderful toys, was as much a star in the series as Speed. At the push of a button on his steering wheel, Speed could extend rotating saw blades out in front of the Mach 5, or launch him and the car into the air with powerful spring-like legs that shot out from under the Mach 5.

To commemorate Speed's 25th birthday, NOW Comics produced a three-issue comic book mini-series featuring the entire cast of Speed Racer regulars including Speed, his spunky

girlfriend Trixie; his closest friend and ace mechanic Sparky; curious little brother Spridle; the mischievous monkey Chim-Chim; Speed's father and designer of the Amazing Mach 5, Pops Racer; and the mysterious Racer-X.

Speed makes his debut on the big screen this summer with The Speed Racer Show, a campy 90-minute animated theatrical tribute to the long running series complete with new music, restored never-before-seen footage, and three original episodes.

Produced and distributed by Streamline Pictures in association with Speed Racer Enterprises, the film is showing in the art movie house circuit in all major cities



This picture provides a glimpse of what the new Speed Racer Animated series will look like.

On the video game front.
Accolade sewed up a worldwide long-term agreement
earlier this year to exclusively produce games based on
both the Classic and the
New Speed Racer.

Finally, an updated series entitled the New Adventures of Speed Racer will premier the week of Sept. 13, 1993.



### **How Did They Do That?**

With summer now in full swing, so is the competition between the major movie studios. As Arnold competes with dinosaurs, and Sly takes to the mountains, the studios recognize summer as the most important time of year. With this year's crop, they're pulling out all the stops to bring in the big audiences - and of course the big box office dollars.

In the opening scene of Cliffhanger, movie goers see Hal, played by Michael Rooker, and his girlfriend stranded high on a remote mountain peak.

Filming that dizzying scene is much more than a

eras, cranes and dollies to the mountains became a test of will. They even had specially built elevator rigs that hung from the mountain at 10,000 feet.

Steven Spielberg's monster mega-pic Jurassic Park, which set new

box office records for raking in more than \$50 million in its first weekend alone, had to persevere through a very different set of logistical problems.

Spielberg faced the daunting task of animating the dinosaurs using full-sized 3000 pound

models, scaled down models, and computer animation. With a lot of time, money, and patience, anyone who has seen the film will testify that Spielberg

Not only did the Jurassic Park crew have to deal with a myriad of technical problems, they also had to overcome an unexpected disas-

ter from Mother Nature.

pulled it off.

After three weeks of filming on location in the lush beauty of the island of Kauai, Hurricane Iniki tore through the set and leveled much of the island.



Sylvester Stallone and Janine Turner on a Cliffhanger set. "I had no idea what to anticipate: the logistics, the snowmobiles, the helicopter rides to the sets, inclement weather, it was exhausting," she said.

Producer Kathy Kennedy recalls, "If you're going to be stranded with anyone, be stranded with anyone, be stranded with a movie crew," she said. "We had generators for lights, and plenty of food and water. We were self-sustaining because we moved around on location all the time."

In another cinematic juggernaut, Arnold Schwarzenegger's Last Action Hero, Columbia Pictures needed the cooperation of New York City to film some key scenes that take place in Times Square.

It's not like New York City can just shut down in the middle of the day for a few hours to accommodate a movie - although the Big Apple did it for Big Arnold.



Arnold Schwarzenegger in the Last Action Hero. From shutting down Times Square to pyrotechnic displays, Arnold had to overcome all sorts of obstacles.

matter of dropping the characters off and rolling the camera. Scenes like these don't happen without a monumental effort.

Obviously, the hard work paid off. Cliffhanger has already amassed more than \$55 million. In the first weekend alone, it raked in \$20 million plus.

"Cliffhanger," said director Renny Harlin, "is the biggest production I've ever been involved in."

Just the task of transporting people and equipment such as helicopters, cam-



Dr. Alan Grant (Sam Neill), cowers in fear with Alexis (Ariana Richards). Even a fake, full-sized, moving T-Rex is dangerous to work with when it weighs more than 3000 pounds.

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### MADDEN '93

ES/GAMEBOY N/A CARTRIDGE

Listen up sports fans John Madden Football '93 is coming to both the NES and the GameBoy! While both versions are early in production, you can expect to see intense football action. If it has the Madden name, it must be

A bunch of realistic plays are to be programmed in along with well inimated players. The colors on the NES version are bright and depict the field well. The Game-Boy, despite the lack of color will be nearly identical to the NES version.

Run in for the touchdown, or kick a field goal. You must practice to be the best, or you'll never win. This is going to be one of the better NES football games once it's finished.

UBI is hard at work to bring Madden alive on the NES and GameBoy. Sorry Mr. Mushnik, this game is just like it's 16-Bit big brothers. If you are an armchair athlete like the majority of players out there, and want a little somehing different, John Madden Football '93 is for you, NES, or the GameBoy.



Madden for NES shows that 8-Bit isn't dead quite yet.



The GameBoy version is nearly identical to the NES version!

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Strider Returns at last. The ultimate portable adventure lies in the hands of Hiryu, a young Strider of great skills. The Grand Master has returned, and this time he has a whole new group of deadly cyborgs. Despite his awesome athletic abilities, and lethal Cipher sword, Hiryu has a major battle ahead of him.

Hiryu must climb, crawl, and jump through the strangest of places. Things are not what they seem. Forests hold fortresses, and a single castle can contain a massive army of psychotic cyborgs.

Strider Returns is an excellent adventure for the Game Gear, and a wise player would pick it up, especially if you liked the first one. Totally hot!



Fight your way through the perilous forest teeming with beasts.



Deep within the castle is the unspeakable evil of the Grand Master.

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This Month's Game... Lords of Thundel

#### Erwin Chun

- 2. James Mueller
- 3. Todd Peters 4. Ian Richardson
- 5. David Gienko

1,300,031 1,002,310

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Send Scores For... Bomberman '93 All entries by Sept. 15. **WIN BIG WITH EGM!!** 

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#### Game

Addam's Family Adventure Island 2 Batman Battletoads Castlevania Double Dragon 2 Dr. Mario Godzilla 8 Eves Iron Sword Marble Madness Paperboy Rampage **Road Blasters** Robocop Sqoon Super Mario Bros. 3

Tetris

T.M.N.T. 3

Game

Act Raiser

Contra 3

Final Fight

Pit Fighter

Super Adventure Island

Super Merio World

Super R-Type

Super Smash T.V

Game

1943

After Burner

APB

Diner(PIN)

Double Dragon

Hard Drivin

Klax

Out Run

Street Fighter I

Super Contra

#### Score

1.034.200 272,040 6.802.500 999,999 999,990 9,999,990 1,026,600 11,111,310 10,172,458 1.314.416 147,110 191,300 42,999,963 999,999 112 081 12,012,210 9,999,990 999.365

934,600

Score

99,990

9.999.999

2,712,343

1.777.510

494,100

9,999,990

9,999,900

57,697,125

2,947,360

68,588,000

1,002,324

89,220,000

146,860

529,800

3,205,000

49,050,270

Finished

10,640,310

#### Player Stephen Krogman

Edouard Charbonneau Jeff Arensmeyer Jason Klinger Jeff Adkins Edouard Charbonneau Richard Sauther **David Wright** Kelly McKenzie Jeff Adkins Jason Turka Glenn Stockwell Stephen Krogman Raiph Barbagallo Jason Turka Glen Stockwell Sergio Stugar

Rick Lico Player

Michael Klott **David Wright** Mike Mullins Carlton Barnes Chistopher Bucci Kenneth Li **David Rumsey Christopher Sims** 

#### Score

Player Brian Chapel November Kelly Greg Gibson Steve Ryno Andy Baran Jerry Landers Leona Su Chin Dan Lee Stephan Krogman Martin Alessi

#### Game

After Burner **Aitered Beast** Black Belt **Double Dragon** Moonwalker The Ninia **Pro Wrestling** Rampage Rastan R - Type Shinobi Space Harrier 3 - D

#### Game

**Aitered Beast** Batman **Buster Douglas** Castle of Illusion Curse Ghouls & Ghosts Galares Musha Rolling Thunder 2 Sonic the Hedgehog TMNT Hyperstone Heist Toe Jam & Earl

#### 35,257,970 Score

Score

13,572,900

234,400

999,900

627,000

21,020

1,924,650

996,400

998,155

31,139,300

1.128.500

1,165,750

4.682,500 1,342,200 23,554,640 29,218,800 10,560,300 6.195.100 1,791,041 155,997,820 2,682,810 9,999,990 9999 1100

#### **Todd Bustillo** Dan Lee Player

Player

Christopher Sims

Alex Stamos

Rob Siegmann

Todd Feller

Vince Tennant

Vince Tennant

Vince Tennant

Christopher Sims

Christopher Sims

**Brian Gaudreault** 

Lee Venteicher Christopher Sims Richard Sauther John Stukey Jeff Yonan Richard Sauther Jim Hakola **Teddy Meadows Curtis Clare** Brian Herrmann Scotty Altman Janice Miller

#### Game Alien Crush

Bloody Wolf Cyber Core Dragon Spirit Fighting Streets Galaga 90 Klax Monster Lair Ninia Spirit Parasol Stars R-Type Splatterhouse Super Star Soldler

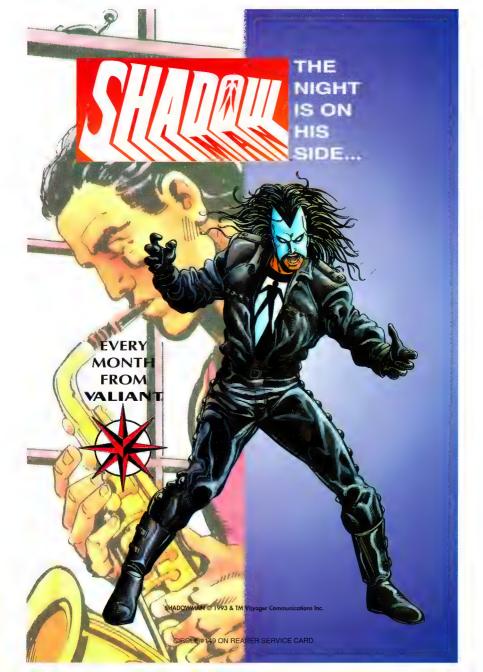
#### Score

999 999 900 35 764 000 9,999,900 639,670 1,590,900 1,504,140 3,460,750 561,090 99,999,900 83 062 560 999,800 99,999,900 13,442,900

#### Player

Barry Bowman Rikky Graham Josh Winter Randy Lewis Dennis Crowley Jeff Yonan Jonathon Paleologos Paul Cinker Mike Curran Justin Haworth Chris Nygaard Chris Nygaard Jeff Yonan

Rules - All scores on Bomberman '93 must be received by September 15, 1993. If maximum scores are reached, a drawing of all maximum scores will be conducted to determine prize winners. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final.





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Screen shots shown are from the Super NES version of the game.

The name of the game



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